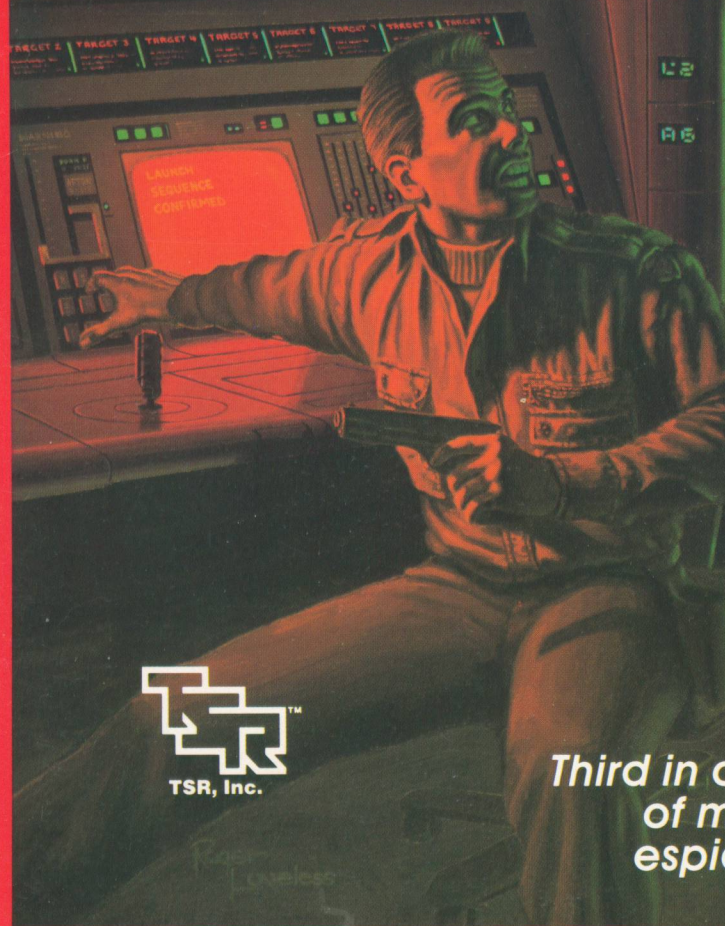
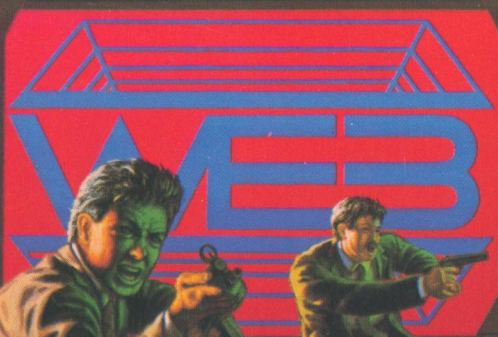


# TOP SECRET/S.I.

## WEB WARS

by Bob Kern

RED ALERT



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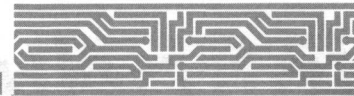








# TOP SECRET/S.I.™



*Official Game Adventure*

## WEB WARS

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# Introduction

For many of you this may be your second or even third visit to the lush tropical island of San Cristobal.

The first module in this trilogy, *Web of Deceit*, introduced the island of San Cristobal and included an adventure involving missing missile plans. This first adventure was also designed to take the characters on a tour of the island.

In the second module, *The Sting of the Spider*, player characters were plunged into the eerie world of voodoo by the kidnapping of an electronics expert. They also encountered a deadly drug smuggling ring whose activities were intertwined in the exciting world of cigarette boat racing.

Though all three supplements are related and can be played consecutively, they are also designed to stand on their own. Those of you who do not have *Web of Deceit* or *The Sting of the Spider* will still be able to play the adventures in this book.

Some material from *Web of Deceit* and *The Sting of the Spider* has been repeated. Every effort has been made to keep the duplicated material to a minimum and the repeated information has been distilled down to the bare bones. New locations around the island and new NPCs are included as well as places and characters from the previous two modules.

Administrators who are running these adventures without benefit of having read or played the previous supplements may have to flesh out many of the details about the island, its people, and terrain from the minimum information provided.

**Note:** The physical and skill list descriptions for important NPCs are the minimum they should be. When running these NPCs, give them whatever skills you feel necessary. In some cases, such as minor criminals and civilians, just the basic information for interaction is given. You may find it helps to expand on the information given to “flesh out” a character and make an encounter more interesting. Modify these characters however you want; after all, you’re the Administrator.

Don’t feel constrained to limit yourself to the NPC reactions described in the text. They should be based, to some degree, on the disguises and covers the players select for their characters. Remember, you are the final judge on how the NPCs will behave.

**Special Note:** A large portion of the NPC dialogue is written as if you have played the adventures in *Web of Deceit* and *The Sting of the Spider*. It is also assumed that the player characters were successful in those adventures and the same characters are being run here. If you have not played the previous adventures, or if the player characters were not successful, or there are different characters assigned to this mission, you will have to modify portions of the briefing as well as the information the NPCs relate to the characters.

As in the previous supplements, the information here concentrates on the actions of the NPCs rather than the actions of the characters. Because players are infinitely resourceful and imaginative, it is easier to plan the NPCs’ actions than player’s actions. If you are familiar with the plans of the NPCs you will be able to improvise when needed.



# Sic Semper Tyrannous

## Players Briefing

If your players have grown accustomed to having a composed, professional Orion briefing before setting out on a mission they are going to be in for a surprise.

Not only is this briefing being handled clandestinely and under odd conditions, it's not even being given by Orion. The characters are about to be asked to do a special favor for Valentino St. John Ignatius, the president of San Cristobal.

The briefing will begin when the characters have returned to their rooms from an evening or afternoon out.

**Note:** The exact nature of this encounter and any ensuing combat or chase depends on where the PCs have set up housekeeping. The details are up to you to fill in. It is assumed that the characters are not living at the local Orion branch office. Trying to fit the characters into A Bit of Eden, the tiny gift shop that serves as cover for the local Orion branch, would be almost impossible and likely to invite undue attention.

The characters will discover that they have unwelcome guests. They will find an intruder meticulously searching their quarters.

You decide whether the intruder will flee or put up a fight. In the face of three or more characters, he should probably try to run away. Keep in mind that his purpose is not to escape the PCs. The intruder works for Penelope Clavell, the Minister of Intelligence for San Cristobal. His orders are to be spotted by the characters and allow them to capture him without it looking like a set-up.

The intruder is carrying burglar tools, some cash, and a few bugging devices. (A search of the room will uncover a microphone in the telephone.) He is also carrying a key to a hotel room. Clavell's plan is to have the characters find the hotel key the intruder is carrying and proceed to investigate the hotel room.

While you shouldn't make it too easy for the char-

acters to capture the false burglar, you shouldn't force them into killing or doing excessive harm to the intruder. He is just an average civil servant (use Generic 25 thug-type Attributes).

The hotel is located in the city where the characters are residing so they should be able to find it with a minimum of time and energy. In the hotel room, they will find an attractive woman sitting in an easy chair awaiting their arrival. The characters should have little trouble recognizing her. Their surprise at finding Penelope Clavell, Minister of Intelligence for San Cristobal, will be even greater when they discover the identity of her companion.

Clavell will assure the characters that she is their friend and that she is not luring them into a trap. Her next action will be to draw all the curtains in the room then rap on the bathroom door. A tall, handsome, black man will emerge.

Clavell will introduce the characters to President Ignatius. He will ask the characters sit and begin speaking.

"I'm sorry about the melodramatic way in which I had you brought here, but I had no choice. I need your help.

"Don't be shocked. We have been aware of your activities on San Cristobal for some time now. After many long discussions, we decided to allow you to continue your operations. Your actions have always been in the best interests of my country. Whether that was your intention or not isn't the issue right now. As long as you were doing my country no harm and some measure of good, I was willing to allow you to continue your activities. I would say that at least a quarter of the patrons of 'A Bit of Eden' were people from the Ministries of Intelligence and Interior checking up on you."

Perry Fredericks, the local Orion branch director, is going to be disappointed. He thought it was his superior management and business acumen that had so many people flocking to the shop.

"You kept scandal from breaking out in the case of the late Professor Dymtryk. You also managed to stop a particularly venal voodoo cult from establishing a stronghold in San Cristobal. And you



uncovered a drug smuggling operation that was using our country as a base for operations. All in all, I have been very impressed with your ability to act quickly with discretion.”

Ignatius will pause, looking uncomfortable for a moment. He cannot bring himself to face the characters. “And now, I find myself needing you.”

Clavell, seeing Ignatius’ discomfort, will take over the briefing. “A few days ago, President Ignatius’ mother and sister disappeared. There has been no sign of them, no ransom demands or threats. We’ve managed to keep this information quiet up to now and we plan to continue using our cover story that they are out of the country.

“But we fear for their lives and the safety of San Cristobal. That the president would do anything to protect his relatives is well-known fact in San Cristobal. He might even consider resigning from his position if that was what was needed to rescue his family.

“You must understand, San Cristobal has changed dramatically under his administration, but there is still more to accomplish. If Ignatius were to step down it could open the way for a new revolution. But that could possibly be avoided if he were to appoint a successor.”

Ignatius will rejoin the conversation. It is obvious that he’s been shaken by the events of late and is barely keeping his emotions under control.

“While I would argue with Miss Clavell’s opinion of my importance to the government, she is essentially correct in her assertion that I can transfer my power to another. When the democratic revolution was successful, many absolute powers were conferred upon my office. One of these was the power to hand the reins of government over to anyone I chose. It was to be a temporary power and no one has felt the need to rescind it.

“My country is very important to me, gentlemen. Miss Clavell and I have discussed the possibility of doing something to ensure the safety of my family and avoid harm to San Cristobal. I have come to no final decision as yet and would rather not have to.” Ignatius will lean forward, putting his hands on the back of a chair. His eyes will be

moist with unshed tears. “I need your help. Find my mother and sister, gentlemen. I beg of you.”

The room will be silent after this plea with Ignatius endeavoring to keep himself under control. Clavell will not look at him, sparing him the embarrassment of witnessing his tears. She will look at the characters to see if they will agree to help.

Once the characters agree, Clavell will fill them in on the details. “Some days ago, the president’s mother and sister were invited to watch the filming of a music video by a man named Hausenger. The video was to be filmed on the beaches of Costa del Plata a few miles north of Elberon City. The president’s sister was very excited about the invitation.

“They never returned from the shoot. We know from discreet inquiries that they made it to the beach and left for home later in the day. The staff car that took them there was found abandoned along the road heading back to Elberon City. The driver and the two passengers were missing. That’s all we know. There were no signs of foul play—nothing to indicate if the women were hurt.

“The disappearance of the driver and the lack of evidence of foul play lead us to believe that the driver may have been in on the plan. There are some people in the government who are dissatisfied with the current regime and may be plotting against President Ignatius. We were very careful not to publicize their visit to the beach. There wasn’t much we could do to prevent publicity once they were there, but we figured by that time, it would have been too late for anyone to take advantage of the situation.

“We are in an awkward position—we don’t know who to trust. So we turned to outsiders—you—for help. We want the women rescued, but we also want to know who is behind this scheme and what their plans are.”

If the players don’t decide that Costa del Plata is the logical place to start, you should lead them there using the NPCs.



## Administrators Briefing

Both Clavell's and Ignatius' suppositions are close to the truth. The president's mother and sister were kidnapped. They were taken by agents of General Marco Bayo, the deposed dictator of San Cristobal, who is now attempting to make a return to power.

Though deposed, Bayo has many allies still living in San Cristobal, some of whom are in the government. His major supporter is Chano Natividad, Commissioner of Resources in the Ministry of the Interior. Through his office, Natividad has access to a great deal of information. He also uses his position to smuggle people and supplies into San Cristobal.

And now they are ready for the return of the general.

A small but elite force of Bayo's soldiers are on the island waiting for the arrival of weapons and Bayo. Bayo's soldiers are cached at Fort Darnier on the northern coast of the island. The monument has been closed for a time pending "renovations" per an order by the Commissioner of Resources—Natividad.

To ensure that the coup would be quick and bloodless, Bayo decided he needed some insurance. He had Natividad arrange for Ignatius' mother and sister to be kidnapped. They are being held at Fort Darnier awaiting the return of the general.

Natividad found an interesting way to get the automatic weapons needed for the coup into the country. Since he couldn't steal them from the army (the Minister of Defense and his people are fiercely loyal to Ignatius) he was in need of another source for arms. Then the solution walked into his office in the form of Eric "Slick" Hausenger—record producer.

Many producers and directors have sought to use San Cristobal as a backdrop for their productions. Part of Natividad's job as Commissioner of Re-

sources was to monitor all uses of public property and to ensure that the land was returned to its natural state after any use.

Hausenger wanted to shoot a music video for his rock group Unbridled Ecstasy's new song "Death Love." The video concept was young love against the world. As Hausenger explained it, "The soldiers landing on the beach represent the enemies of true love which is represented by the group and the several women wearing tight swimsuits. All very impressionistic in approach." Hausenger managed to get this statement out without cracking a smile. After all, rock and roll is serious business.

Hausenger wanted to shoot the video along the Costa del Plata, named for its silver-white sands and the wealth of its residents. Because of the status of the residents and the ecological importance of the area, it is difficult to get permission to shoot there.

But Hausenger was ready with a potent argument in small, unmarked bills. Natividad accepted the payment and, recognizing Hausenger's bribe as a sign of desperation, formulated a plan to use Hausenger to bring in the guns Bayo needed.

Natividad put in a call to Howard Saunders. Saunders was an arms dealer. He and Natividad had just signed a deal for the automatic weapons. But they were looking for a way to get them past customs. Natividad arranged for Saunders to approach Hausenger with a deal.

Hausenger needed prop weapons for the music video. Saunders contacted Hausenger with an arrangement: Saunders who would supply real automatic weapons for the video, then would retrieve the arms after the shoot. The weapons would disappear and an empty crate would be shipped back to the states.

Hausenger was hooked. He was running low on working capital to promote the band, and the promise of money overshadowed his moral qualms about being involved in gun smuggling.

When Natividad discovered that the president's sister wanted to meet Unbridled Ecstasy, he and Bayo decided to use the opportunity to kidnap the women and hold them hostage. They plan to force Ignatius into signing over his position to Bayo.

Thus, with just a few elite troops and two petite women, they will regain control of San Cristobal in a bloodless coup.

Something that Hausenger doesn't know, and for that matter even Bayo and Saunders don't know, is that Natividad is also serving another master—Web. But more of that in the second adventure.

The Orion regulations state that an agent must let his branch manager know where he will be. In this case, the characters will have to let Perry Fredericks know that they are going to accept the assignment.

If they go and ask his permission, he will raise his eyebrows in disbelief. First, at the fact that the government knows about the branch office. Second, that the characters would feel the need to check with him. By doing this favor, Orion will not only gain an ally, but also the gratitude of the government of San Cristobal which they may one day need.

In either case, Fredericks will insist that the characters carry the latest communication device he has

received. "It's the latest generation of personnel radio tracking devices. What you call a Trail Bug."

The Trail Bug works just like the one described in the Equipment Inventory except its signal carries for 30 miles instead of 20. The device can be placed in a ring, amulet, belt buckle, fountain pen, wherever you like. Just be sure it's something one of the characters would normally carry.

Fredericks will continue. "I realize this investigation may result in your being out of communications with me. If you do not report in for too long a period of time, I will be able to use this device to trace you using this." He taps the receiver which is the size of a telephone answering machine.

**Note:** The Trail Bug's real place in the adventure is not so Fredericks can find the characters, but so they can plant it on the gun shipment and follow it later. If the players decide not to have their characters check in with Fredericks, you will have to come up with some other means of giving them a Trail Bug. It would not be out of character for Fredericks to contact them and insist they take it since they've been lax in checking-in of late.





# Non-Player Characters

The following Non-Player Characters are important to the course of the adventure and will be interacting with the player characters. Modify these Non-Player Characters to suit your campaign and players.

Each NPC has a Background so you will understand their motives and includes a description of the Reaction the NPC will have toward the player characters. The Reactions are merely guidelines, you will have to decide what the actual reaction is depending on the characters' actions and the events during the adventure.

The skills listed are the basic ones an NPC must have. You may add whatever other skills you feel are appropriate or necessary.

## Begin Rules Section

### General Marco Bayo

| STR | INT | REF | WIL | CON | MOV | DEX |
|-----|-----|-----|-----|-----|-----|-----|
| 38  | 58  | 42  | 51  | 48  | 42  | 40  |

Sex: Male  
 Race: Hispanic  
 Nationality: San Cristobalan  
 Native Language: Spanish  
 Age: 55

Psychology: Cruelty (High), Loyalty (Average), Passion (High), Piety (None), Sanity (Average), Selfishness (High)

Advantages: Presence, Stamina

Disadvantages: None

Skills: Pistol (5), Rifle (4), Submachine Gun (5), Oriental Martial Arts (4), Demolitions (3), Interrogation (6), Survival (6), Driving/Automobile (4), Driving/Boat (4), Driving/Tank (4), First Aid (3), History/PoliSci (5)

## End Rules Section

**Background:** Bayo started his climb to power like many career officers—by coming up through the ranks of the army. Early on, he learned to spot the officers who would gain power and always managed to insinuate himself into their confidences. He made himself into the perfect “right-hand man.”

Whenever a superior officer needed something distasteful done, Bayo volunteered. No job was too onerous for him to accept

One of his assignments was to discourage the lover of the wife of his immediate commander. The commander was grateful and recommended Bayo for a promotion. Some years later, Bayo forced the commander to resign by blackmailing him with the evidence of his wife's indiscretion. Bayo wanted the commander's office and didn't care how he got it.

He was also very good at acquiring information. It didn't matter to Bayo what methods he had to employ: friendship, blackmail, beatings, all these were acceptable as long as he got the information he wanted.

While still a colonel, he organized a cadre of officers and men and planned to overthrow the San Cristobal government. The coup was quick and precise. Government buildings, civilian and military radio stations, newspapers, and ports of entry were all taken in one fell swoop. Bayo declared martial law before any action could be taken to stop him. With most of the army on his side, either through loyalty or by following orders, no one dared oppose him.

There are those who claim that Bayo intended to run a benign government, but history does not bear out this assertion. Instead, Bayo's regime was widely recognized as rule by terror. Hundreds of civilians were arrested, tortured, beaten, and terrorized to maintain Bayo's control over the populace. Eventually, Bayo was overthrown by Ignatius' revolution. (See The Island description at the end of this booklet.)

For years, Bayo has nursed his hatred of Ignatius and the people who removed him from power. His last few years have been spent in a Central Amer-

ican country which depleted the reserves of funds he escaped with when he was thrown from office. Over the years his supporters have infiltrated the seats of power in San Cristobal. He has financed his return to power by hiring his men out as mercenaries.

Finally, all the years of planning are about to pay off. With the kidnapping of Ignatius' sister and mother, he has the tools not just to take power, but make the man responsible for his defeat hand it over to him willingly. He is expecting to savor his victory by imprisoning Ignatius and making him watch as Bayo slowly tortures to death Ignatius' mother and sister, the women Ignatius thought he would save.

**Reaction:** Bayo will be very displeased with anyone who interferes with his plans. Though the characters will not meet him until the end of the adventure, he will become a personal enemy almost immediately.

At least one character captured by Bayo will be interrogated by the general; then tortured by him. Bayo is out of practice and wants to sharpen up his skills. The rest of the characters he will have taken out and shot by his soldiers. Any female characters will be handed over to Bayo's soldiers for unspeakable acts.

Bayo is not one for subtlety. He will not enter into a personal combat with the characters. He isn't foolish enough to underestimate an enemy that can infiltrate his organization and almost upset his plans.

### Begin Rules Section

#### Chano Natividad

|     |     |     |     |     |     |     |
|-----|-----|-----|-----|-----|-----|-----|
| STR | INT | REF | WIL | CON | MOV | DEX |
| 42  | 49  | 44  | 45  | 39  | 39  | 38  |

|                  |                 |
|------------------|-----------------|
| Sex:             | Male            |
| Race:            | Hispanic        |
| Nationality:     | San Cristobalan |
| Native Language: | Spanish         |
| Age:             | 33              |

Psychology: Cruelty (Low), Loyalty (Average), Passion (Average), Piety (Low), Sanity (Average), Selfishness (High)

Advantages: Language Ability, Light Sleeper

Disadvantages: Greed

Skills: Pistol (3), Knife (4/DEX), Boxing (4), Driving/Automobile (4), Social Chameleon (6), Business/Economics (5), History PoliSci (5)

### End Rules Section

**Background:** Chano Natividad is a fabricated identity, he doesn't really exist, but for purposes of this adventure, that is how we will refer to him.

Natividad's real name is Diego Montenegro. He was the son of Augusto Montenegro, one of Bayo's most loyal followers. The Montenegros had power, wealth, and prestige under Bayo's regime. They were among the privileged. They also were owners of a large plantation.

Diego's father, Augusto, oversaw the operations of a factory outside of Elberon City. He is best remembered for docking a laborer's pay for damage done to one of the machines...when the laborer fell into the machine and died.

When the revolution came, Ignatius tried to keep it as peaceful and orderly as possible. He did not want vengeance, just freedom for his people. But bloodlust is not to be denied, and some of the leaders of Bayo's regime felt the wrath of the people. Augusto Montenegro, armed only with a rifle, singlehandedly stood against a mob of revolutionaries who were trying to burn down his house.

Though his politics and compassion may be faulted, no one could say August Montenegro was a coward. He stood defending his house until a volley of rocks and stones finally felled him. Then someone threw a torch into the house. The only people inside were Diego and another Bayo supporter. The house caught fire and they barely escaped. Diego was badly burned and, after escaping from the island, had to have extensive plastic surgery.

As he lay recuperating, Diego dreamed of the day he would avenge his father's death. During this



time, money was short and Diego feared he would not be able to pay his medical expenses.

That's when Miles Gardner came into his life. Miles worked for Web. Those of you who have read or played *The Sting of the Spider* will remember Miles as a methodical and meticulous man. Web traced Bayo's supporters who had escaped during the revolution. When Gardner found out about Diego's condition, he approached him.

This was Gardner's proposition: Web would cover all Diego's medical expenses and set up a new identity for him. In exchange, Diego would work for Web. Diego didn't hesitate. He immediately began to think of himself as Chano Natividad. Diego Montenegro was dead.

But Natividad never forgot the image of his father, bloodied and bruised, defending his home and his son.

Web got Natividad a degree in Political Science, then arranged for him to get a job in the San Cristobal government. They directed Natividad to apply for the position of Commissioner of Resources because the office was about to become vacant. Two days later, the current commissioner had an unfortunate accident while touring the agricultural research station: He fell into a vat of acidic nutrients and drowned.

Because of his excellent service background, and because no one else wanted the job, Natividad was a shoo-in for the position. The reason why Web wanted him in this position will be explained in the second adventure.

The Web decided that putting Bayo back in power would benefit them, so they arranged to hire his mercenaries and finance Bayo's return to power while letting the general think he was doing all the maneuvering himself. Natividad approached Bayo and revealed his true identity. Natividad offered to be Bayo's inside man in the government. Bayo assumed it was out of loyalty, but Natividad was ordered to contact Bayo by Web. When Bayo is in power, Web will tighten its grasp on him and have the island under their control with Bayo as a puppet dictator.

Natividad needed a way to get Bayo onto the island. He could have smuggled him in through the airport or shipyards, but, as Commissioner of Resources, he was also in charge of many locations on the island, including historical sites such as Fort Darnier.

Natividad arranged to inspect the Fort. He declared it had structural damage and had it closed. The Fort was shut down and a guard was posted to keep away the curious. Natividad has diverted attention away from himself by claiming to be looking into getting funds to have the Fort renovated.

Fort Darnier, conveniently located on a cliff overlooking the Caribbean, is where Bayo will enter San Cristobal.

**Reaction:** Anyone working for Ignatius will immediately incur the wrath of Natividad. Anyone working against Web will face much worse anger from him.

Unless he is backed into a corner, Natividad will present a facade of being the congenial government official. He will protest his innocence in the face of any accusations. If arrest seems imminent, Natividad will disappear to his Web masters and show up in the next adventure.

Natividad regards Bayo as a fool. The general is always melodramatic when talking about plans and operations, seeming to think of life as a dime novel. Natividad is more practical and results-oriented.

### Begin Rules Section

#### Howard Saunders

| STR | INT | REF | WIL | CON | MOV | DEX |
|-----|-----|-----|-----|-----|-----|-----|
| 36  | 44  | 48  | 43  | 44  | 41  | 49  |

|                  |               |
|------------------|---------------|
| Sex:             | Male          |
| Race:            | Caucasian     |
| Nationality:     | United States |
| Native Language: | English       |
| Age:             | 34            |

Psychology: Cruelty (High), Loyalty (Low), Passion (High), Piety (None), Sanity (Average), Selfishness (Total)

Advantages: Attractive Appearance, Presence, Sensuality

Disadvantages: Greed, Lechery

Skills: Pistol (4), Boxing (5), Driving/Automobile (5), Social Chameleon (5)

### End Rules Section

**Background:** A boyish grin, a few complimentary words, and a smooth manner have gotten Saunders through life.

Even in high school he found that applying charm was easier and more rewarding than applying himself. Not that he was, or is, lazy. He's just a natural-born salesman. He can make the weakest excuses in the world (including the one about his dog eating his homework) sound logical and convincing.

If Saunders had used his talents in legitimate enterprises he probably would have had a comfortable life. But Saunders wanted a luxurious life. He considered a career as an evangelist, but decided the profession was too crowded. He got involved in some land fraud deals and phony oil well stocks, but managed to keep from getting caught by the authorities.

But Saunders knew the big money was in smuggling. He shied away from drugs, saying they were against his basic philosophy of life. Instead, he got into running guns and scientific equipment. Not very interesting, except he started with almost no working capital. It's a story he is all too happy to tell—when he can.

Using his gift of persuasion, he managed to get a European arms manufacturer named Karl Bremmer to supply him with the latest weapons with no money up front. He then peddled the arms in Southeast Asia to pay Bremmer.

If you've read *High Stakes Gamble*, you'll remember that Bremmer is a Web agent. In fact, he runs





Web's entire Mediterranean operation. Bremmer supplied guns to Saunders because Web wanted the weapons to get to the buyer Saunders had an arrangement with. Web used Saunders to remove any link to Web if the guns were captured. Since then, Web has used Saunders whenever they needed someone to run guns for them.

**Reaction:** Saunders looks for two special things in a woman—great looks and a pulse. If they have both, they qualify for his attentions. When he signed up for this gunrunning deal, he had no idea he would run across Coffee. He immediately turned on the charm and Coffee, dazzled by the attention and sheer force of charm, was immediately smitten with him.

Of course, if an attractive female character directs her own charms at Saunders, there is a chance he'll desert Coffee. However, the character will have to play naive. Saunders doesn't like smart women. He likes them dumb and dependent. He keeps them around as long as they amuse him and then he moves on.

Men, unless they represent a source of income, don't interest Saunders. He doesn't usually indulge in "man-talk" about sports or politics, though he will if it means money.

If faced with death or incarceration, Saunders will turn state's evidence so fast he should get whiplash. That's why Natividad has no intention of letting him live.

### Begin Rules Section

#### Cinnamon Coffee

| STR | INT | REF | WIL | CON | MOV | DEX |
|-----|-----|-----|-----|-----|-----|-----|
| 28  | 45  | 39  | 30  | 32  | 33  | 41  |

|                  |               |
|------------------|---------------|
| Sex:             | Female        |
| Race:            | Caucasian     |
| Nationality:     | United States |
| Native Language: | English       |
| Age:             | 26            |

Psychology: Cruelty (None), Loyalty (Total), Passion (High), Piety (Average), Sanity (High), Selfish-

ness (Low)

Advantages: Attractive Appearance, Photographic Memory

Disadvantages: None

### End Rules Section

**Background:** Little Clarice Kaufmann always wanted to be in show business, either as an actress or a rock star. But Clarice Kaufmann isn't a name for a star, so when she moved to Los Angeles, she changed her name and became Cinnamon Coffee.

Unfortunately, her voice was kind of high and a little squeaky, like Judy Holiday on helium. Because of her voice, the singing career never took off. She also didn't get the breaks as an actress. She never failed to remember her lines (thanks to her photographic memory) but when they came out, she was just reciting them not acting.

Coffee tried acting lessons and teacher after teacher told her to find another profession. She was what was known in the business as a triple threat: can't sing, can't dance, can't act.

She had given up on performing when she met Eric "Slick" Hausenger at a party. Hausenger was looking for a personal assistant. While he had a sharp mind, he was terribly disorganized. He was also always on the move. What he needed was a walking filing cabinet who could keep track of the small details.

Enter Cinnamon Coffee.

With her memory and organizational skills, she was the perfect choice. Hausenger is happy because he has the perfect assistant. Coffee is happy because she is part of show business, even if it is behind the scenes.

**Reaction:** Coffee has a Disadvantage that's not listed in the game. She's too trusting. She takes people at face value and believes everyone is as honest and straightforward as she is.

Hausenger may be partly to blame for this attitude. He has never lied to her or used her. And he has managed to keep her away from the seamier

side of show business. He handles that part of the business very well.

Coffee can be dazzled by celebrities and people who she perceives as charming and powerful. Hence her attraction to Saunders. But she is not stupid and will, during the adventure, come to suspect Saunders' true motives.

If the characters' covers fulfill the above requirements, Coffee will be fascinated and Saunders may have to work a little harder for her attentions.

### Begin Rules Section

#### Eric "Slick" Hausenger

| STR | INT | REF | WIL | CON | MOV | DEX |
|-----|-----|-----|-----|-----|-----|-----|
| 32  | 40  | 43  | 44  | 29  | 31  | 37  |

|                  |               |
|------------------|---------------|
| Sex:             | Male          |
| Race:            | Caucasian     |
| Nationality:     | United States |
| Native Language: | English       |
| Age:             | 59            |

Psychology: Cruelty (Low), Loyalty (Average), Passion (Average), Piety (Low), Sanity (Average), Selfishness (High)

### End Rules Section

**Background:** It would probably be best to let one of Hausenger's show business friends tell you about him.

"Baby, darling, chickie-sweets, let me tell ya about Slick Hausenger.

"There's not a sharper operator in all of Tinsel Town. The man could be a major mover if he only had more drive. But he likes a challenge, hear me? Always taking on a lost cause.

"Like that blonde actress nobody thought could act. She just kept trying and trying. Her millionaire husband bought her roles in movie after movie, but she was box-office poison. Enter Slick and suddenly she's changed careers. Turns out the little lady has a big voice and can really belt out a tune. Now she's doing the concert circuit, playing

Vegas and Atlantic City. She's dynamite.

"Or the kid-actor whose career went nowhere. Started doing the whole Hollywood scene, you know, wrecked motorcycles, month-long parties with an encore appearance by the cops. When I tell you that no producer would touch this kid, I'm being kind. Along comes Slick. The kid disappears then comes back dried-out and contrite. Suddenly, the kid is doing freebies against drug use. He gets his picture taken with the President's wife. Can you believe it? Outta the blue, he's the country's darling and gets picked-up on the talk show circuit. Then he makes a few cameos on TV. Next thing ya know, he's got a supporting role in a movie and is up for an Oscar.

"I tell you, that Slick has got the magic touch. But he's got a soft heart. Takes on losers and turns them into winners. But the only reason he's still in business is 'cause he's smart and knows a good deal. Been a little close to running afoul of the law, but nothing major. Always knows where to apply a little vigorish. You know, a few bills exchange hands and suddenly his people are booked on the best shows. He's the best.

"But this new group of his, Unbridled Ecstasy, may be his *Heaven's Gate*. They're going nowhere fast and are draining his capital faster than a Beverly Hills pool man. He can't afford to carry them much longer."

Which is why Hausenger jumped at the chance to make some money from Saunders in the weapons deal. Hausenger doesn't like the situation and is getting increasingly nervous about it.

**Reaction:** Hausenger is always friendly, especially if he thinks the person is a member of the press or someone looking to invest in a hot showbiz property.

If he thinks the person is the law, he will start to crumble and try to avoid them. He knows there is more going on here than just guns—as if that weren't enough. He is the weak link in the chain from the beginning of the adventure and the characters can use him to get quickly at the real plan.



## A. No Business Like Show Business

The players will have any number of choices for their characters' covers. They can show up as reporters, acting extras, stagehands, government officials, or record producers. They may even just decide to sneak in and take a look around. Be ready for anything.

Shooting a music video is an exercise in controlled chaos. A five-minute video can cost as much as an hour long television show. In the case of Unbridled Ecstasy's "Death Love" the budget is around \$200,000.

The video starts with the band performing on a stage, which is located on a beach, in front of a throng of admiring young people who are well-tanned and wearing skimpy swimsuits. Then the beach is assaulted by generic military troops who try to ruin the concert only to be turned back by the band whose instruments double as weapons. If all this seems a little much, just remember, this is the band's first ballad.

It takes a lot of people to pull a production like this together. First, there's the band and its entourage. In this case, Unbridled Ecstasy has brought their manager and agent along with an indeterminate number of roadies and groupies. For those of you who have not read the trade papers, Unbridled Ecstasy is a five-man soft metal group best known for deafening sounds and unintelligible lyrics. But the group is doing well and has stopped in San Cristobal to make their video and take a much needed rest between their U.S. and South America tours.

The production company has brought along its own small army of people. There are two camera crews: one for the fixed camera and another for the hand-held camera. Ten make-up artists are on hand to make sure the band's hair never achieves any semblance of neatness. The make-up people are also responsible for making sure that the actors playing the soldiers are liberally sprayed with

blood and for maintaining the appearance of tanned bodies on the extras in the crowd scene.

Some of the young people are from local families, they were invited to appear in the video in order to keep their parents from complaining about the noise during production.

Also on hand are the electricians, carpenters, prop masters, sound and lighting technicians. The characters can easily infiltrate this group posing as workers. But you should make sure they have the appropriate Mechanical Skill (Carpentry, Electronics, Construction, etc.). At least once during the adventure, they should be called upon to make a Skill Check to maintain their cover.

The same holds true for any other cover they might choose. If they are posing as photographers use the Photography skill. If they are posing as journalists the check will be against Lit/Journalism on the Education Skill List. A character posing as one of the social elite or a good buddy of the band will have to check against Social Chameleon. And so forth. If you cannot match an exact skill to the cover use the character's INT as a guide.

Remind the players that their characters will probably be tested so they have a chance to pick a cover they can support.

When the shooting begins, the director will cue the sound people who will start rolling tape. Not to pick up the band's voices or instruments, but to play back the pre-recorded song. The band will lip-sync to the tape. All in all, the production will be a lot of "hurry up and wait." To get a shot lasting only a few seconds on screen may take hours of preparation.

In between shots, the band will be relaxing and trying not to sweat too much in their obligatory leather clothes. Their bodyguards will be discouraging the young people trying to get an autograph or photo. The director will be arguing with the set decorator complaining that the scene isn't "Fellini-like enough." And the crew will be sitting around biding their time; they've seen all this before.

## B. No People Like Show People

During the shooting of the video, the characters will have their first chance to meet some of the NPCs:

**Hausenger**—Who is a very nervous man these days. He has come to realize that Saunders is much more dangerous than he had first imagined. On top of that, government agents have been hanging around asking questions about the president's sister and mother. Hausenger isn't stupid, and suspects that Saunders has something to do with the disappearance of the two women since it was Saunders who insisted on inviting them in the first place. When Hausenger tried to finesse his way around Saunders the gunrunner hit him—once. Hausenger walked like an old man for three days after that.

So now he is very nervous and will react badly to

anyone asking a lot of questions.

**Saunders**—Always the cool operator, Saunders is passing himself off as a possible corporate sponsor for a worldwide tour of the band. He is charming and polite, but his eyes are always watchful like a wolf watching prey. He will ask a lot of “friendly” questions to try and find out if the characters are what they seem. Make the characters perform at least three INT checks if they get into a conversation with him. (These checks are in addition to the one mentioned above.)

**Cinnamon Coffee**—Working as Hausenger's personal assistant means she plays hostess, messenger, and tour guide for anyone who can help her boss. Whenever possible, she will maneuver to be near Saunders. The lovelight in her eyes is unmistakable. She is the most likely source to tell the characters about the party that night and extend an invitation (see below).

**Skippy Tibbles**—The British director of the video is best known for his “small, sleeper” movies. Translated, that means no one went to see them





and they made little money, but his mother liked them. Usually they were rambling stories about teenagers coming of age in Wales or Scotland using exaggerated accents that even the natives couldn't understand. "Rambling" because Tibbles would get bored with the script and rewrite it entirely without re-shooting any of the previously filmed scenes. The final films looked like they were put together by die rolls.

But every movie had an intense, banging rock score, which luckily obscured a lot of the dialogue. Excerpts from the movies became successful music videos. (The soundtracks made more money than the movies did.) Tibbles started directing music videos and has been successful since he can't rewrite the songs and the short shooting schedule doesn't tax his attention span.

Tibbles will go on for hours about the techniques of film making and will talk about little else. If the characters can sit through this, they will learn two things. First, that Tibbles wanted the soldiers to be carrying blunderbusses ("to underline the archaic thinking of the enemy"), but Hausenger insisted they carry replicas of Ingram M-11s. Second, he wanted a closed set, but "that Hausenger person" insisted on inviting the president's sister and mother.

**Garry Abbott**—It's tragic to think of the number of polyesters that gave their lives for this man's wardrobe. Abbott is the band's agent. If the characters pose as journalists, he will try to corner them in order to talk about how great things are going for the group.

He will fill them in on the band's history and the innovative direction their music is taking ("the synthetic drums will revolutionize the music biz").

If asked, he will gladly tell the characters what he knows about Saunders. But the story about "that saint of a man, representing the backbone of American industry making sure that our culture is preserved and spread" will only reinforce Saunders' cover. Abbott doesn't know what company Saunders' represents, no one has ever mentioned it. "But it must be important, he has to protect himself. I know, I saw his shoulder holster," he

will confide with a conspiratorial wink.

If the characters are posing as journalists or businessmen, Abbott will invite them to the party tonight (see below).

**Jack Grange**—Is the production manager. His duties cover the physical side of the production. He's responsible for making sure that the crew has their orders, that everyone shows up, and that the work is done right. There's not much Grange will say to the characters if they are posing as anything except workers. Grange feels a camaraderie with blue collar workers and will complain about the director, the band, and "the rest of them vultures" if given a little prodding.

He will be able to give the characters most of the information above, plus the fact that he is annoyed at Tibbles. He is responsible for all the props and sets, but Tibbles ordered him away from the actors' props. He was checking on the military gear when Tibbles came running over screaming in a high voice that he shouldn't be around them. "Get away! Get away! I'm taking personal charge of them! Go on, get over and look after something else!"

Grange has seen more than a few of these temperamental flakes in his time and he just humors them. But he is planning on filing an official grievance with the union when he gets back to Hollywood: No one but a union member is supposed to touch props.

Grange will also talk about those "Fancy-Dan parties" and how the crew is never invited to them (see below).

**The Band**—The five band members (Spike, Rollie, Marcus, Al, and Mange, the lead singer) will not be very communicative. They have been carefully trained to project an arrogant attitude that seems to make their fans love them all the more. The band met while attending the University of Wisconsin and helped pay for their education by playing at local clubs and dances.

Now, though, they rarely speak to anyone except through Garry Abbott and even then they only utter short phrases and grunts. In private, the guys will let their hair up and talk about world

politics (Mange holds a Masters in Political Science), the old days, and their families. They figure they will be hot for about three or four years and by then they will have enough money so they can cut off their hair and go for their doctorates.

**Note:** The characters should get as many of the above snippets of information as you can manage. If they do not talk to the specific person, they can hear the story second-hand or overhear a conversation that contains the information.

### C. Propped-Up Clues

With the information listed above, the characters should have enough clues to do some investigating.

**The Ingrams**—The “replica” guns are kept in crates off to one side of the set. One or two of Saunders’ men will always be guarding them, so they will have to be distracted for the characters to get a close look at the crates.

Any character who examines the weapons should get a Submachine Gun skill check to determine that the guns are not replicas but real Ingrams. The ammunition in the crates next to the Ingrams are all blanks and there is no live ammunition for the guns anywhere on the set (but anyone with bullets could have themselves a nasty little blood-bath).

**The Shipping Manifest**—If the characters get close enough to Coffee, and manage to get a look at the paperwork she is always carrying, they will find that the guns were shipped-in through Elberon City along with the rest of the props and equipment. However, the majority of equipment was signed for by Hausenger and/or Grange. The crate with the weapons was signed for by Howard Saunders, co-signed by Hausenger. There is a return manifest for every crate except the one for the guns.

**Overheard Conversation**—Hidden behind some scenery, Saunders will be attempting to calm Hausenger who is a nervous wreck. (Hausenger has taken to sneaking sips from his hip flask in

order to calm his nerves.) Saunders will remind Hausenger that they only have one more day and then the entire mess will be taken off Hausenger’s hands, all he has to do is stay calm.

Saunders real meaning is that this is the last day of shooting using the Ingrams. Tomorrow he and his men will pack them up and ostensibly ship them back to the United States.

### D. Party Time!

Just about every night the cast holds a party in the house rented by Hausenger while he is staying in San Cristobal. Since he is charging all expenses to the record company, he makes sure there is plenty of champagne and caviar.

Hausenger deliberately picked this house to rent since it is removed from the rest of the mansions and luxury homes of Costa del Plata. It is surrounded by lush trees and vegetation which helps contain the noise generated by the sound system and the guests.

Hausenger is renting the house from a Spanish industrialist who decided to bring a bit of his country to San Cristobal. The house is done in the traditional hacienda style with a tiled roof, stucco facade, portico, and courtyard with fountain.

Only Hausenger, Coffee, and Hausenger’s chauffeur/butler are staying in the house. Coffee has no qualms about the arrangement because Hausenger has never made any advances toward her. She is too valuable an assistant for him to take any chance of losing her.

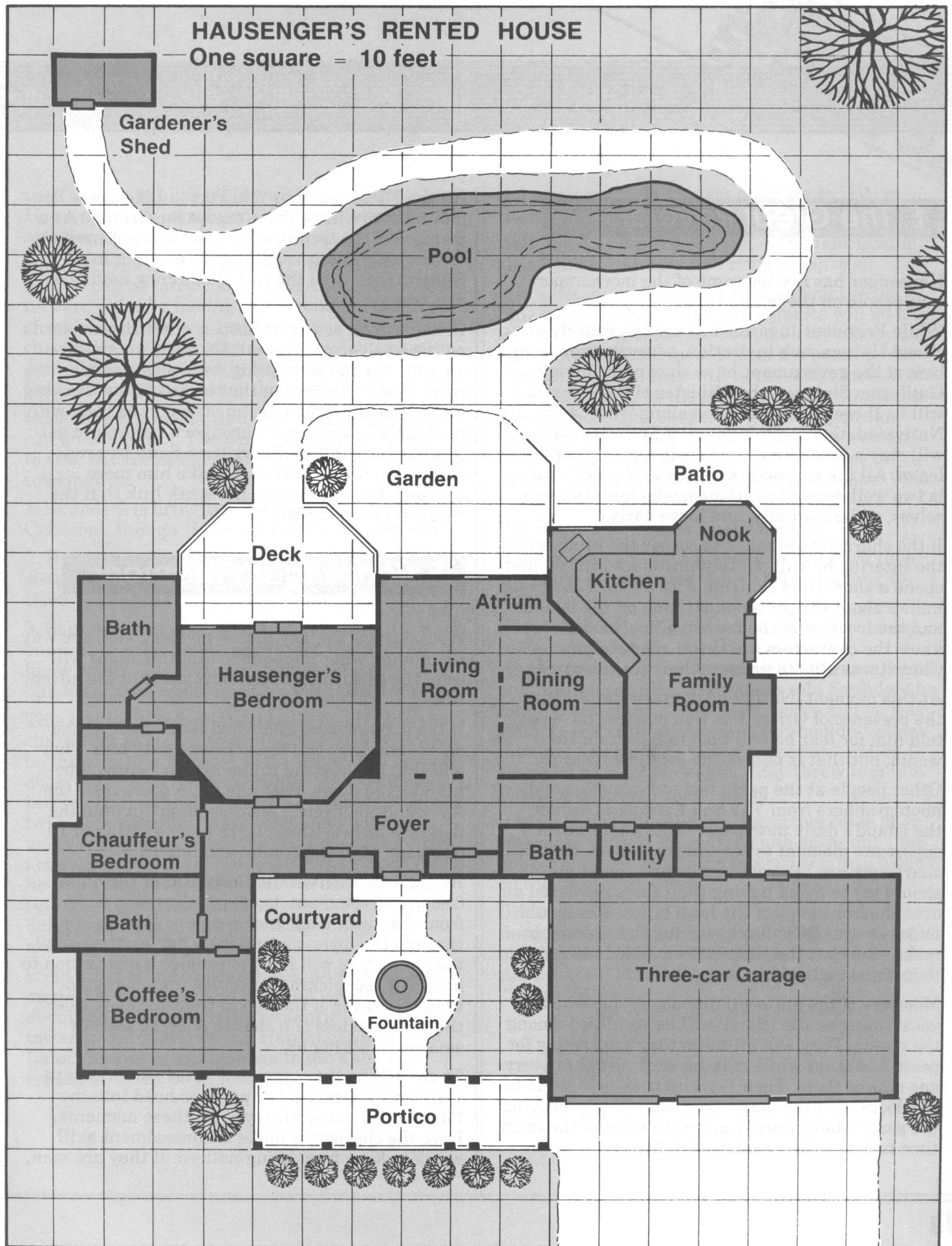
Most of the party takes place in the living room, dining room, and courtyard. There is a buffet set up in the family room. Hausenger has an outside caterer handle the food and festivities.

Characters, therefore, can attend the party as guests if they met the right people at the shoot; or they can pose as important people and crash the party; or they can make their way in over the roof and try to mingle; or pose as workers for the caterers. Remember, be ready for anything your players might devise.



# HAUSENGER'S RENTED HOUSE

One square = 10 feet



## E. The Great Revelers

Hausenger has invited some of the more important people on the island to the party.

While President Ingatius has always politely declined Hausenger's invitation, several other members of the government have shown up. Tonight, Guillermo Simones, the Minister of the Interior, will be there for a short time along with Chano Natividad, the Commissioner of Resources. They will stay a short time, give their regrets, and leave. All the characters will have time to notice is two well-dressed gentlemen who keep to themselves, smile cordially, and leave early.

If the characters manage to corner the Minister of the Interior, he will politely introduce himself and spend a short time chatting with them. Though he knows about the presence of Orion on the island and the location of the branch office, he does not know the characters are Orion agents. Only Clavell was able to uncover their real identities.

At this moment, Natividad does not know about the presence of Orion. His Web masters have not told him for fear he will take rash action. He would, but that is part of the second adventure.

Other people at the party include reporters and photographers from *The San Cristobal Gleaner*, the island's daily newspaper. This might be an opportune moment to remind the players that the characters are "secret" agents and therefore should try to avoid having their faces plastered all over the front page of the local press. You should make several REF checks during the evening to make sure that the characters avoided having their faces included in the photos.

Members of the glitterati (famous people who are vacationing on the island) will be sprinkled among the guests. They will all claim they are looking for peace and quiet while making very sure that everyone notices them. Their favorite trick is to stand in the doorway of the main room ostensibly surveying the party while actually giving the rest of the room time to notice their contrived entrance.

All the NPCs noted in "No People Like Show People" (above) will be there except for Grange. As a member of the technical crew he was not invited to the party and is spending his evening in Elberon City with the rest of the crew having a fine time.

Coffee will be acting as hostess since Hausenger is not feeling very congenial. He made an appearance earlier in the evening, but retired to his room. She will mention that he has "been working himself to a frazzle, but I'm sure will be back with us shortly." Actually, Hausenger's nerves are getting the best of him. Every time Saunders reassures him, it only serves to make him more nervous. He is becoming the weak link that the characters can exploit.

## F. Hausenger's Memory

Hausenger is the key to this mystery and, one way or another, what happens to him this night will send the characters to the next point in the adventure.

If the players have identified Hausenger as the weak link, they can try to interrogate him. They will find him resting in the master bedroom behind locked doors. Both the main doors from the foyer and the French doors leading out onto the deck are locked. These locks have a rating of 10 (see page 15 of the Administrators Guide).

As you can see from the floorplans of the house (see p. 17), the main doors are always in sight from the foyer. And since people will be passing through the foyer continuously during the party, the characters will have to provide a distraction to keep any lockpicking activities from being noticed. However, if they go in from the deck side there will be less of a chance of being seen by someone walking by.

There will be the occasional guest who wants to walk around the pool or perhaps head into the foliage for a romantic tryst. At these moments, have the characters make a Concealment skill check to keep from being noticed. If they are seen,



they can try to bluff their way out of it, but Hausenger may overhear the conversation, panic, and flee.

Hausenger is in his room lying in the dark. His outline can be faintly seen. Make sure the characters are quiet by having them make a Stealth skill check along with any Lockpicking or Concealment checks. If they make any noise, they will have to get to Hausenger quickly because his first reaction will be to rush out of the room and flee.

Once they are inside, and have Hausenger, they can question him. The degree of their success is up to you, but Hausenger can tell them the following information:

1. Saunders is bringing real weapons into San Cristobal, though Hausenger doesn't know why.
2. He had no idea that by inviting the president's sister and mother to the location shooting he put them in danger.
3. Saunders has assured Hausenger that the weapons will be gone by the next night. He does not know where. All he knows is that they are being handed over to someone named Tequila Rose.

This last bit of information could be given to the characters as Hausenger's last words. There will be the ping of a silenced shot through the French doors leading to the deck. Hausenger's shirt will become stained with crimson as he spasms once or twice. The assassin, one of Saunders' men, will make for the foliage beyond the house. The characters can give chase but, even if they catch him, he won't talk. When the assassin saw the characters talking to Hausenger he assumed the producer had cracked and took it upon himself to eliminate Hausenger.

Even if the assassin is arrested, he will not say anything. Saunders will come up with a story about the assassin having romantic inclinations towards Coffee and seeing Hausenger as a rival. Later, Saunders will arrange to have the man released—when Bayo comes to power.

But suppose the characters don't try to talk to Hausenger.

Well, they'll miss out on most of the information above and Hausenger will still end up dead.

It is a hot, humid night, typical during the hurricane season; many of the party guests will go into the courtyard or out onto the porch for a breath of air. If any character goes out on the porch or out towards the pool, they will notice what looks like a dog scratching at the aluminum door to the gardener's shed. If no character goes out, you can have a couple return from the yard, the woman helping the man along while the man goes on about, "That dog scared me almost to death. What was it doing out there?"

The dog is a stray who smells a meal.

If the characters don't investigate the shed then one of the other guests will—with screaming results.

Inside the shed, hidden next to the power mower, is Hausenger's body. Saunders went to Hausenger's bedroom to try and get Hausenger to pull himself together. Hausenger told Saunders he couldn't stand the pressure any more and he was going to the authorities. Saunders couldn't allow that and had his men take the producer out by the shed and beat him to death. They threw him into the shed and left him for dead.

It is up to you whether the characters come upon Hausenger just as he is dying and gasps out "Tequila Rose" or whether he has written it in blood on the floor of the shed.

Or the characters can get the name by talking to the guests. Someone, most likely Coffee, will remember Hausenger mentioning in a semi-drunken state that all his troubles would be handed over to "Tequila Rose."

## G. A Rose Is a Rose Is a Rose

Now all the characters have to do is find Tequila Rose.

No phone directory, voter list, or police files will help them because Tequila Rose is not a person: It's a small freighter.

If the players are clever, they can pick up the name of the ship in the shipping columns of *The San Christobal Gleaner* (the local paper), or they can go down to the docks and ask around.

From what the characters know about Saunders he is a pretty slimy person, this should prompt them to start asking around about Tequila Rose. The most logical place for them to begin their search is in the El Fiero section of Elberon City (see the description of the capital at the end of this booklet).

You may use the NPCs listed in the description or create ones of your own. In either case, the individual NPCs' reactions to the characters is up to you. Guidelines for reactions and bribery attempts can be found in the PC/NPC Interaction section starting on page 25 of the Administrators Guide. How successful the characters are will determine how much of the following you tell them.

The Tequila Rose is a small, squalid freighter. Her captain, Tomas Oso, is a man who has a price. He has done everything from smuggling illegal aliens into Florida to running guns into Nicaragua. He stays away from his home land of Venezuela and will not allow anything to be said against that country; nor will he be part of any illegal activities that may affect it. There is no accounting for the lines of conduct drawn by the ungodly.

Right now, the Tequila Rose is coming back after an illegal piece of transport. She is due into San Cristobal the afternoon after the party in the above section. Her cargo: General Bayo's men (see below).

Of course it is possible the characters will choose

to follow Saunders hoping he will make a mistake and/or lead them to his boss. In this case, they will spend the day watching Saunders and Coffee indulge in a spending spree. Saunders will be trying to cheer Coffee up after the death of Hausenger. Coffee is inconsolable, but she will work up a wan smile just to please Saunders.

It is also possible once the characters find out about the Tequila Rose, they will stake out the docks, either by hiding or undercover, and await the arrival of the freighter. Then they will probably search the ship (see below).

While all this is going on, the guns will be in 15 crates in the warehouse awaiting Saunders' arrival (see description below).

## H. A Dynamite Plan

Saunders has made an arrangement with Captain Oso. Oso is to pick up the crates of Ingrams and take them around to the northern shore of the island where they will be transferred to Fort Darnier to await the arrival of General Bayo.

Oso is unaware of Saunders' connection to Natividad, and Natividad plans on keeping it that way.

Natividad will stay around just long enough to pay off Saunders. Then he will depart, leaving a few of his men to make sure the guns are loaded and the Tequila Rose sails without incident. The plan is for Natividad's men to kill Saunders and his men.

What Natividad doesn't know is that Coffee is also at the warehouse. Coffee is there because Saunders doesn't want to let her out of his sight. Natividad will still hold to his plan and have his men kill everyone left in the warehouse.

Natividad is not happy with this part of Bayo's plan. He would rather have just driven up the coast with the guns and waited at Fort Darnier. But Bayo has a high opinion of Penelope Clavell and fears her people will discover his plan and intercept the shipment of guns.

Since the bulk of the general's men are coming in



on the Tequila Rose, he wants them armed. Also, the general doesn't trust Saunders. Bringing the guns back to Elberon City was to confuse the gun-runner in case he decided to double cross Natividad. So far Bayo's plan has been successful. Saunders thinks the guns are destined for Central America, not the northern tip of the island.

## I. What's Up at the Dock?

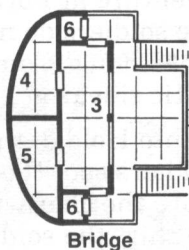
If the characters hang around the dock all day without a cover they will certainly attract the attention of dock workers and the dock security patrols. The dock workers will finally get fed up and assume the characters are just nosey tourists and try to frighten them off. The dock workers think it's funny to try and scare the tourists. They will approach the characters carrying hooks and poles

and start talking about how life at sea doesn't attract many people. Then, waving the hooks menacingly, they will say that the ships are usually forced to use stronger means to recruit sailors.

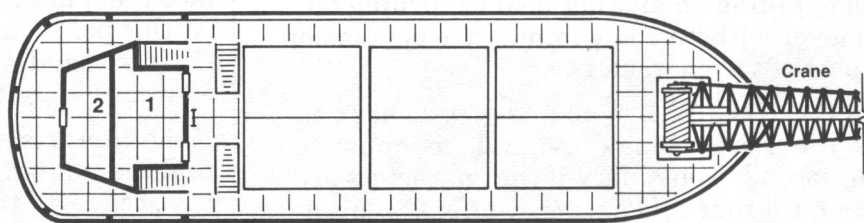
The dock workers expect the tourists to scurry off and they'll have a good laugh. They'll be very surprised if the characters decide to take them seriously and start a fight. This will turn into a free-for-all which will bring the police. Which could get sticky for the characters.

The security patrol will be very courteous and want to know what business the characters have on the docks. You will have to judge, based on the Interaction guidelines in the Administrators Guide, whether the characters' story will placate the police.

It would be easier for the characters if they adopted some cover story or disguise to stay on the docks without attracting attention.



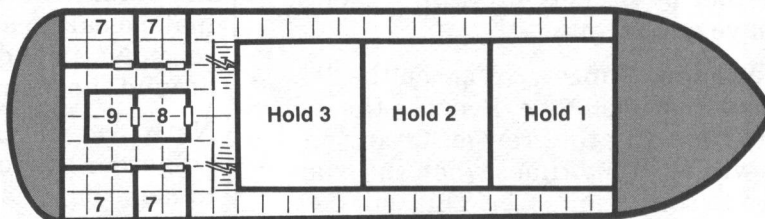
Bridge



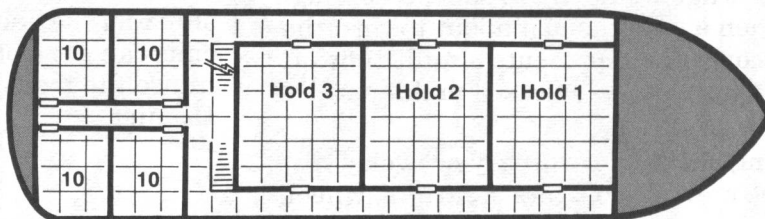
Main Deck

## TEQUILA ROSE One square = 5 feet

1. Mess
2. Kitchen
3. Bridge
4. Radio Room
5. Navigation Room
6. Equipment Locker
7. Officer's Quarters
8. Sick Bay
9. Doctor's Office
10. Crew's Quarters



Second Deck



Third Deck

## J. Shipshape Sleuthing

During the time between when the characters find out exactly what the Tequila Rose is and when they observe the deal for the guns, they may want to investigate the Tequila Rose.

This won't be easy. Captain Oso has stationed his most stubborn man, Trini, at the gangplank. Trini is a Generic 40 Thug and speaks only Spanish. He has orders not to allow anyone aboard the ship and he obeys his orders well. While not visibly armed, he's never far from his .45 automatic which is hidden inside a coiled rope next to the gangplank.

It is possible for the characters to finesse their way aboard the ship, but then they will have to deal with Captain Oso. He is a big, powerful man who pretends only to speak Spanish, but is fairly fluent in English and French. Since he has only one deal going at the moment, he won't be open to the idea of taking on another deal or turning on his employer without some impressive persuasion on the part of the characters.

Captain Oso has a WIL of 45 and gets a check at twice that to resist being convinced. You may want to lessen his obstinacy if the characters are having a hard time and/or if they offer Oso a substantial monetary enticement. But even if they do get on board, either by trickery or stealth, their troubles will have only begun.

From all outward appearances, things on the Tequila Rose are as they should be. Because the ship won't be in port very long the crew is staying on board so there will be many times when the characters will have to scurry for cover. This will be especially difficult if there is a large group of characters. Six secret agents trying to squeeze through a hatchway when a sailor is just about to turn the corner and discover them presents a multitude of interesting and humorous logistical problems.

There is nothing out of the ordinary or overly interesting in the crew's or officers' quarters, wheel-

house, radio room, or navigation room (see the map on p. 21).

Holds 1 and 2 are filled with crates marked "Machine Parts" and "Medical Supplies." And, surprisingly enough, they really do contain those items. Bayo's men are in Hold 3. They are well-trained soldiers:

### Begin Rules Section

#### Soldiers

| STR | INT | REF | WIL | CON | MOV | DEX |
|-----|-----|-----|-----|-----|-----|-----|
| 40  | 25  | 42  | 44  | 45  | 49  | 50  |

Skills: Knife Throwing (3) Pistol (4), Submachine Gun (5), Hand Grenade (4), Oriental Martial Arts (3)

### End Rules Section

The exact number of soldiers in the hold is up to you. The characters will have to face them now or face them later in the adventure at Fort Darnier. At this point, however, the soldiers do not have their automatic weapons. Although some are equipped with .45 automatic sidearms.

If the characters make it into Hold 3, they will find the soldiers. If the soldiers spot the characters, they will try to capture the characters. If the characters make it off the ship, the soldiers will not pursue them. One of the soldiers will then make a call to a special number and word will reach Natividad that someone has been prowling around the ship.

Natividad will be concerned, but not overly so. He will order the soldiers to stay hidden. He'll check to make sure no one is making a special request of the San Cristobal customs agents to search the vessel. If there is such a request, he will alert the ship and the Tequila Rose will sail before any officials can set foot on her. Then he will take it upon himself to transport the guns overland to Fort Darnier.



## K. Warehouse Watchdogs

If the characters get to the warehouse in time to see the deal go down between Saunders and Natividad they will have to break into the warehouse to stop the transaction. The warehouse doors are locked (locks have a numerical rating of 20) and the windows are twenty feet off the ground and frosted. They are also locked.

Once inside, they will be able to find ample hiding places behind the crates, metal 50-gallon drums, or fork lifts located in the warehouse (see map on p. 24).

The crates contain ordinary machinery. Some are empty awaiting cargo. The drums are another story. It won't take any great detective work to discover that the drums contain fuel and kerosene. The smell will permeate the entire warehouse.

The two forklifts run on electricity, and are charged up and ready to use.

### Begin Rules Section

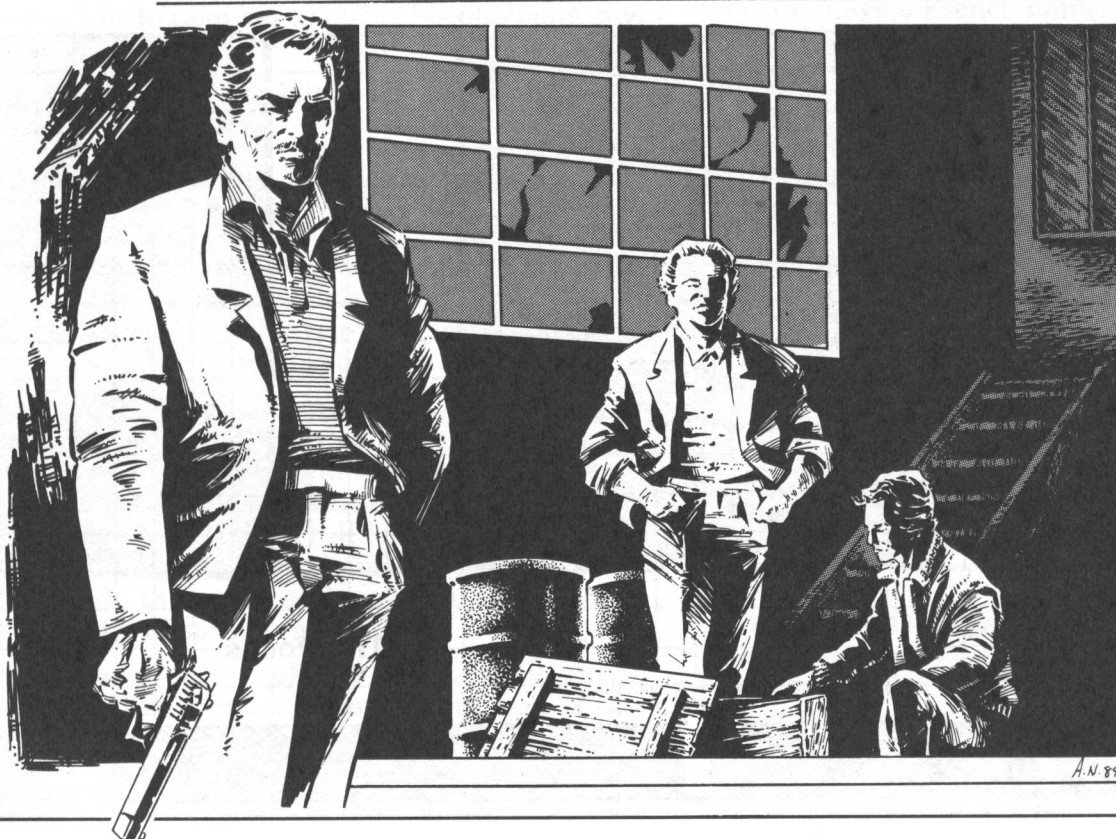
#### Forklifts

| Max |       |       |       |      |       |       |
|-----|-------|-------|-------|------|-------|-------|
| Spd | Accel | Handl | Brake | Prot | #Pass | Range |
| 10  | 1     | -30   | 5     | -10  | 2     | 20    |

### End Rules Section

Overlooking the warehouse is the warehouse office. It is located on support pillars. This allows the manager to keep an eye on all activity in the warehouse.

There is nothing of interest in the office at the moment. Records show the warehouse has not been used much of late and that all previous business was legitimate. The warehouse is owned by a shipping company in Elberon City called Trans-Caribe Shipping and Export. If the characters find this information and go to talk to a representative



of TransCaribe, they will find the company knows nothing about anyone using the warehouse. Since the warehouse isn't very profitable, they have shut it down pending a decision by the board to sell or rent.

**Note:** Some players will wonder how to follow the shipment of guns if they can't get on board the Tequila Rose. They may remember the Trail Bug Fredericks gave them and plant it on the guns. If they seem to have forgotten the Trail Bug, you may give them an INT check to remember.

## L. Night Moves

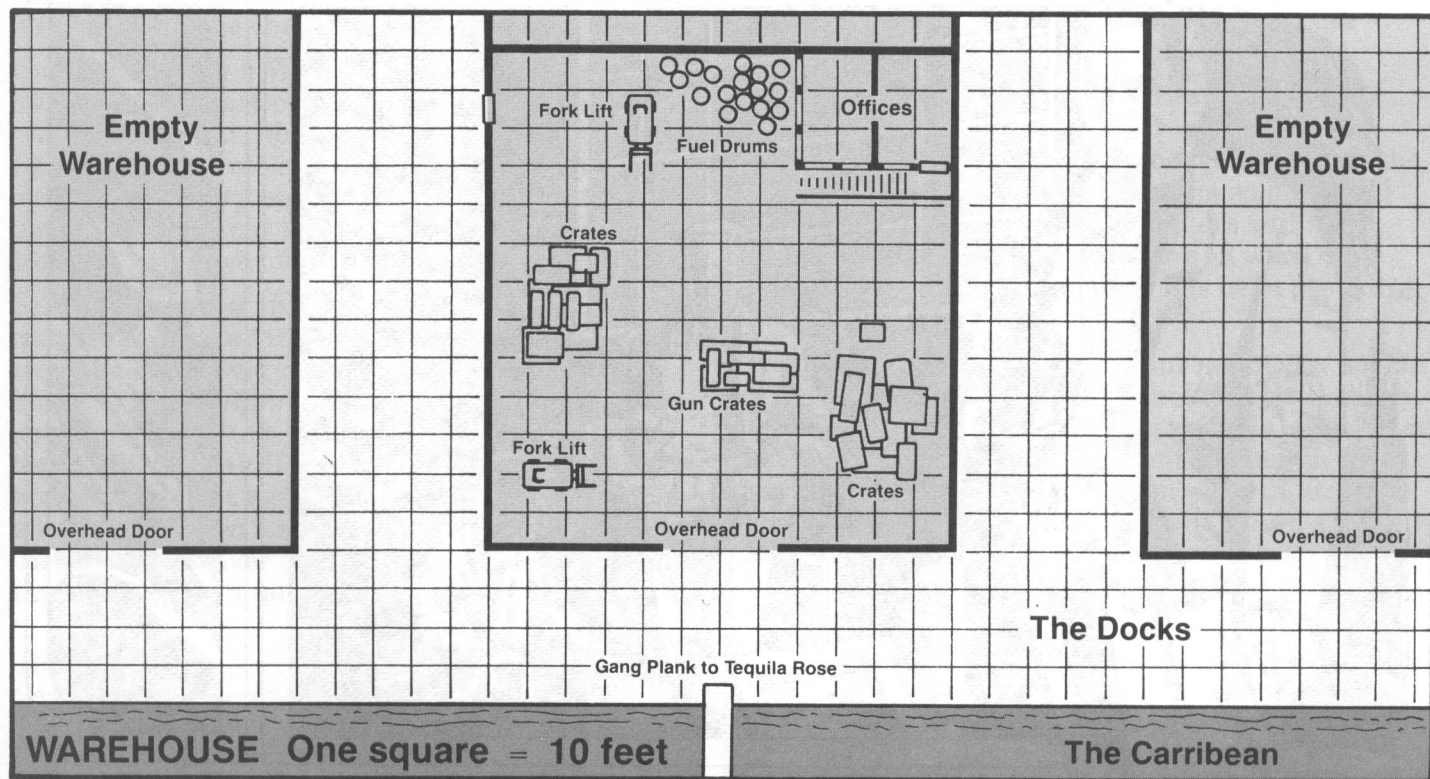
Around midnight Saunders, driving a Mercedes (use full-size sedan Attributes), along with a retinue of six guards (Generic 30 thugs armed with 9mm FN Brownings and at least one with a Schmeisser, all following in a van) will show up at the warehouse. Coffee will be very confused by their coming here, but will keep her bewilderment to herself.

Shortly after Saunders arrives, Natividad, with an equal number of men (who, like Saunders' men, are also Generic 30 thugs and similarly armed) will arrive. The commissioner will have two of the crates opened to inspect the contents. He will hand an attache case containing \$150,000 to Saunders. He can afford to be generous: His lieutenant has orders to retrieve the money after Saunders is killed.

**Note:** The exact number and armaments of the thugs is dependent on your judgement of the situation. They should present a problem to the characters—not a death sentence.

Once the money is handed over, Natividad will thank Saunders and excuse himself saying he has some important business to attend to. (The reason for his sudden departure is to establish an alibi.)

While Natividad's and Saunders' men watch, the crew of the Tequila Rose will carry the crates, one by one, onto the ship for stowing. This could be an opportunity for the characters to take the place of crew members and get on board the ship. Coffee





will be staying close to Saunders looking increasingly apprehensive.

Impulsive characters may try to interrupt the deal and capture the people involved. If Natividad does not hear from his lieutenant in a short period of time, he will contact the men holding President Ignatius' mother and sister at Fort Darnier and have them moved for safe keeping.

**Note:** If the women are moved, Natividad will arrange to have them handed over to his Web bosses and they will show up on the oil rig in the second adventure.

Once all the crates containing weapons are aboard the Tequila Rose, Saunders will be all smiles and ready to wish Natividad's men a bon voyage. But, as you know, they have other ideas.

Natividad's men will pull out their weapons, getting the drop on Saunders and his men. The smile will disappear quickly from Saunders' face. He knows he's been double crossed. Natividad's lieutenant hasn't given the order to fire since he has been eyeing Coffee. He will grab her, making his intentions to take her along as his playmate obvious.

That's when one of Saunders' men will make a dive for his weapon.

In the ensuing fight, the characters will have to get out of the warehouse and, in the best secret agent tradition, rescue the fair damsel. At no time will Saunders' and Natividad's men join forces to attack the characters. This combat is a free-for-all. The characters will have to use speed and cunning to get out. They can also use the forklifts.

Let's not forget the drums of fuel, either. During the first two turns, stray shots will puncture the drums and fuel will begin to leak. At that point, make a percentile roll. If the roll is under 25%, the fuel is ignited. Make a roll for each succeeding turn, adding 5% to the chance for ignition (30%, then 35%, then 40%, and so on). Once the fire starts, it will spread rapidly.

Everyone in the warehouse will have five turns after the fire begins to escape. At the end of this time, the drums will blow up in four successive

explosions each with a force of 32 sticks of dynamite (see page 80 of the Players Guide).

When the gun fight begins, a sailor on the Tequila Rose will alert Captain Oso. Oso, not wanting to get caught in the battle, will have all the ship's lines cut and head for the sea. Within eight turns the Tequila Rose will have moved too far away from the dock for anyone to jump to her.

If the characters hide out on the Tequila Rose they will not be involved in the fight but it will proceed as described above. They may wish to jump ship to save Coffee. If they do not act to save her, she will die in the explosion along with the others.

## **M. Hold the Fort**

When pirates sailed the Caribbean, they often took refuge on San Cristobal. The British, feeling they had to put a stop to this, selected the highest elevation along the coast and built Fort Darnier. Though it may seem incongruous for a British Fort to have a French name, Darnier was the British officer who oversaw the building of the fort. It wasn't his fault that his English mother had the misfortune to marry a Frenchman.

Had he lived, Darnier might have the fame of a Hornblower or Cook. But shortly after the fort was built, a local voodoo priest placed a "curse" on Darnier. He was found dead in his bed a few days later. At the time, Darnier's death was thought to be the result of magic, but now it is believed to have been a poisoning.

In their glory, Fort Darnier's cannons sunk many marauding ships and protected the San Cristobalan coast with honor. Then the Fort fell into disrepair. When Ignatius came to office he realized what a sense of history can be to a people. He arranged for the fort to be renovated and turned into a museum.

Now portraits, flags, historical and seafaring relics, documents, swords, flintlocks, and blunderbusses line the walls of the Fort. Guides, speaking in that ubiquitous monotone guaranteed to make even the most exciting history boring, take groups

of tourists through the Fort explaining each display while never really understanding what they are talking about.

When General Bayo decided it was time for his return, he wanted to land somewhere that had historical significance and would also symbolize his complete return to power. He chose Fort Darnier.

Natividad tried to explain that it would be impossible to invade San Cristobal from Fort Darnier, but the megalomaniacal general insisted. So Natividad doctored reports to claim that the fort was unsafe and in need of repairs. (Natividad will be very happy the day that Web starts pulling Bayo's strings; he wants to be the first to yank certain ones.)

Bayo's plan is to wait on a motor yacht north of the island until a radio signal is sent that the automatic weapons have arrived. Then he will sail in resplendent in his white uniform, gleaming with self-awarded medals and ribbons. (It is said that Bayo made certain he awarded himself more medals than Idi Amin gave himself: It was a matter of pride.)

Once Bayo arrives, he will personally telephone Ignatius and make his demands. Ignatius, given the situation, will be forced to pass his powers over to Bayo. Bayo will then signal his people to move. He and his men will ride down the coast to Elberon City where he will march proudly into the capitol building amid a cheering throng—all hand-picked and well-paid.

## **N. Finding Fort**

It would be ridiculous to assume that everyone playing this adventure took the same route or method to finding where the guns are being taken. You should be prepared for any of the following:

1. The characters hiding on the Tequila Rose or disguising themselves to get on the boat as described above.
2. Capturing and interrogating one of the bad guys. This could even be Natividad if the players

decide to have the characters follow him from the warehouse.

3. Being captured and taken to Fort Darnier as hostages to be interrogated by General Bayo.

4. After much begging and pleading with the Administrator (and the surrendering of a suitable number of Luck Points) to find some scrap of paper, shipping label, or ship's manifest with the words "Fort Darnier" written on it.

Of course the adventure is designed to get them to use the Trail Bug, and they may, but not in the way planned.

For example: The characters could plant the Trail Bug on Saunders and follow him. Or, they could plant it on the guns at the video shoot where it could be discovered by Saunders or Natividad.

Once they have placed the Trail Bug, the characters will have to get the receiver from Fredericks. He will cluck his tongue at this unauthorized use of such a valuable piece of equipment, but he will agree the characters had no other choice. Once they have the receiver, the characters can arrange for transportation by hiring a helicopter, boat, or automobile and traverse the island homing in on the signal.

If they find the fort quickly, they may arrive in time to see the shipment of guns and soldiers being loaded off the Tequila Rose. In the brightening dawn, they will clearly see the illicit cargo being put onto a motor launch which ferries it to the small landing at the bottom of the steps leading to the fort. There, the soldiers carry the crates up to the fort.

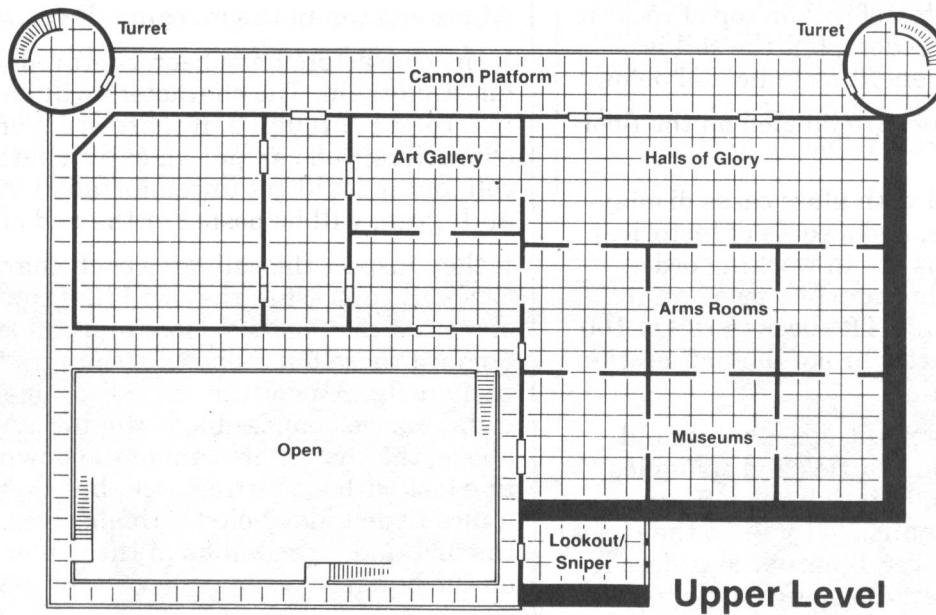
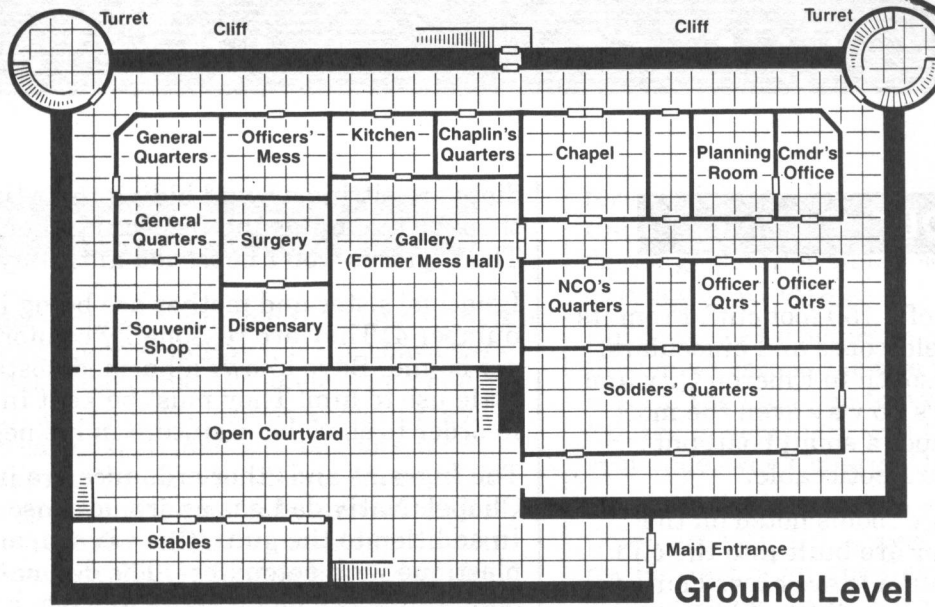
Once the cargo is off-loaded, the Tequila Rose will chug north to pick up some refugees escaping Cuba. They've been left off just east of San Cristobal into the reluctant arms of one Miranda de Almeida.

However, the character's immediate concern is the shipment of guns in the fort and locating the sister and mother of President Ignatius. Luckily, if they accomplish one, they might succeed at the other.

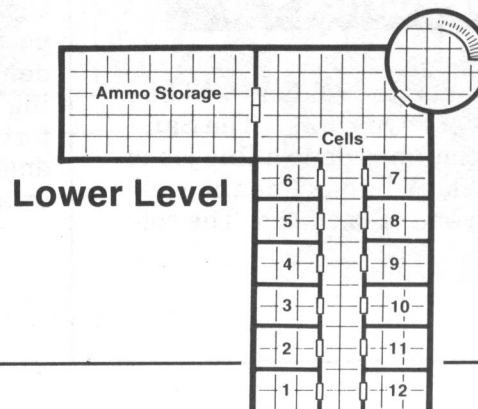


# FORT DARNIER

**TOP SECRET/S.I.**



One square = 5 feet



## O. Guided Tour

Fort Darnier sits on top of a 150-foot cliff. From its towers, with the aid of telescopes and binoculars, one can watch the coast south to Elberon City and west to Eden Cay. There's no way even the most eagle-eyed guard could spot a small boat, but crafts over 75 feet long are noticeable.

The dungeons and storage rooms noted on the floorplans of Fort Darnier are built into the cliff itself. The walls on the outside are carved out of rock, the inner walls rest on soil brought in to level the ground. The floors in cells 1 through 3, are in fact flagstone on top of soil on top of rock. It is impossible to dig to freedom, but the soil is loose, which may be of benefit as indicated below.

The other areas of the fort are labeled on the floorplans (see p. 27).

The Arms Room is lined with glass cases displaying side arms, flintlocks, and swords of historical figures. None of the guns are in working order. The swords are usable, but must be pried off the wall. This is done at a 1/2 STR check, a roll of 100 indicates that the character broke the haft off the blade rendering it useless.

The Hall of Glory shows paintings, photos, and memorabilia from various battles and struggles involving San Cristobal. Ignatius has left, untouched, the display established by Bayo that tries to sanctify his rise to power. Ignatius considers it an object lesson to viewers that freedom is to be safeguarded.

## P. Where's the Chief?

While awaiting their leader, the soldiers will be in the room marked "Soldiers' Quarters." The San Cristobal Historical Society has done a fine job of recreating the room. Rickety bunks line the walls and old chests sit at the end of each bed. The sol-

diers are sitting around biding their time. Some of them are cleaning and inspecting their side arms. The Ingrams won't be issued until Bayo arrives.

Ignatius' sister and mother are being held in cell number 4. They are reasonably comfortable and not bound. Bayo knows a harmed hostage is of little use to him. They must be kept in good health in order to show he is sincere in his negotiations.

The Ingrams and other ordnance are in the Chapel (Natividad has an ironic sense of humor). In addition to the guns, there is also about 50g of plastique with detonators. The detonators have both a timer and a trip wire and can be set either way.

At around ten in the morning, Bayo will arrive.

If the characters have been captured, he will go to question them. The characters will be put in pairs into cells 1 through 3 (if there are more than six characters, you can put an extra character in each cell, but it could get uncomfortable). A guard with an Ingram will be posted at the end of the corridor.

If they inspect the cell, give each character an INT check. If successful, they will find that the flagstones on the floor are loose and can be pried up. Some of these flat stones measure up to 18 inches in diameter. Under the stone is compacted earth, tight, but not impossible to dig into. As noted above, the characters cannot dig down more than five feet without hitting rock, but they can dig out a nice little hidey-hole for themselves, concealing the dirt under the bunks in the cell or the sheets on the bunks.

Give each character a Stealth check to see if they can dig without making undo noise. If they make too much of a racket, the guard will come to investigate. Otherwise, the guard will remain at his post until Bayo comes. If the characters are hidden at this point, Bayo will not waste time searching the cell. He will raise the alarm and have the fort searched. In the confusion, the characters can emerge from their hiding places and try to slip away with the hostages.



## Q. Bye-bye, Bayo

If the characters have managed to escape from the cells, they can try to stop Bayo. If the characters manage to set some explosive devices and end the adventure in series of explosions and gunplay, fine. In this case, Natividad will be more interested in escaping than saving Bayo. After all, he is serving a greater master: Web. He will make for the launch at the foot of the stairs along the cliff. Use Speedboat Attributes for the boat. Natividad will head for the local Web headquarters (see next adventure) to report in.

If the characters manage to get the women away and get word to the San Cristobal government about Bayo's plan (and arrange to have the army troops come in) that's an acceptable solution, too. This would actually be the more logical and preferable course of action if only one or two charac-

ters are in the adventure. They may accompany the troops back to Elberon City. If the characters do not go along with the soldiers, Natividad will automatically escape.

But for the characters to be completely successful, they must rescue the two women and stop Bayo's plan. If they happen to wreck the fort in the process, the government will be annoyed but, out of gratitude, won't charge Orion for the repair costs.

While San Cristobal can never publicly sanction Orion activities, a success in this adventure will be the start of an unofficial relationship. The characters will be able to turn to Penelope Clavell for help and information. The government may even loan an occasional agent to Orion. But it will always try to do so discreetly. No airborne troops, no large displays of power.

This could be helpful in the next adventure but, we're getting ahead of ourselves. Have fun with this one first.



# Web Wars

This adventure was written assuming the characters were successful in preventing Bayo's return to power in the previous adventure.

You may have to change certain elements of this adventure based on events in the previous one. As always, you should feel free to amend the adventure to make it fit in with the tone of your campaign.

## Players Briefing

Perry Fredericks looks positively gleeful. Which is a dramatic switch from his usual dour, punctilious self. If he were given to displaying any normal human emotions, he would be smacking his lips. Fredericks used to work in the Accounting Division of Orion until some friends got him the field assignment to head up Orion's San Cristobal branch. Since being assigned, he has moaned about the travails of his job. His chief complaint being babysitting over-eager agents which keeps him away from his beloved forms and regulations.

But today Fredericks is almost cheerful and, if a character looks closely, he appears to have just the hint of smile.

"Well, this is more like it. After your successful handling of the Bayo affair, our relationship with the government has warmed considerably. It seems you people did quite well and I mention as much in my report to our Mexico City head office."

He will call the characters into the back office where space is at a premium. Four-foot by eight-foot sheets of a plastic material line the wall separating the shopping area from the rear office.

Fredericks' good humor disappears in a second. "We'll have to make do with less space. Seems headquarters is sending this material out to all branch offices." He taps the plastic barrier. "It's reputedly bullet resistant. I'm supposed to line the outside walls with it as protection against attack. Damned lot of nonsense, really.

"When you stopped General Bayo's attempt to

retake power, it left the government with the job of routing out the people involved in the plot. Records were found in Chano Natividad's office leading to a number of the people in the conspiracy. The government is busy rounding up these traitors and is trying to decide what to do with them. As a result, their security people and police departments are very busy right now.

"In the course of the investigations, Ms. Clavell came up with a piece of information she thought we would be interested in. It's a page from a notepad mentioning a meeting between someone named Edmundsen and a person called Cicatrix." He will look up over his glasses. "I'm sure your aware that 'cicatrix' is the Spanish word for scar."

"The at the bottom of the note there was a small doodle—a symmetrical spider's web. It could mean something, though personally I think it's a little farfetched. According to Ms. Clavell, the spider's web doodle appears on a lot of papers and notes in Natividad's office. It could be nothing, but it might involve Web and Orion. With the government personnel so wrapped up in locating and arresting traitors, I offered to have us look into it.

"We haven't discovered anything about Cicatrix. But the San Cristobal government has determined that a John Edmundsen has entered the country recently, ostensibly for a holiday.

"What intrigues me, and I haven't shared this with Ms. Clavell, is that Edmundsen is a missile technician. He designs and repairs missile systems for a major manufacturer in the U.K. Now this might be a coincidence, but we've been having a lot of assignments recently involving missile experts. There was that Soviet expert, Dymtryk, and the American, Thomas.

"There have been a few too many coincidences in the events of the past few months. I think our Mr. Edmundsen bears looking into. Luckily, he's staying here in Eden Cay at the Shoreman House hotel.

"Your assignment is to keep him under surveillance and find out what you can. Use your best judgement in handling this situation."



## Administrators Briefing

If you're been playing all three parts of the "Web Wars" trilogy, you've been promised a number of times that the explanation for Web's interest in missile personnel will be revealed here.

Web plans on using Cuba to bring the United States and the Soviet Union to the brink of war.

They don't actually want war to break out. Their plan is to exacerbate the relationship between the two powers and destroy the recent good will of glasnost.

Web's plan is simple. They intend on launching a Soviet missile on such a trajectory that the United States will have no choice but to conclude that it came from Cuba. The missile will detonate in the atmosphere and cause no severe damage. It will look like a missile was launched from Cuba by accident and then self-destructed.

With hostilities between the two super-powers waning, the Web coffers are low and they face the problem of not having the fiscal resources to launch more ambitious projects. So they conceived of this plan to get hostilities between the U.S. and the Soviet Union running high again. If Web's plan is successful, the major powers will begin beefing up their own forces and escalating hostilities in areas where they wield influence like Nicaragua, Northern Ireland, the Middle East, and so on.

Once this happens, Web's minor operations will begin flourishing again and they will have the capital for their larger designs.

The Web plan is almost ready. They have assembled the missile from smuggled or duplicated parts so it will resemble a Soviet missile down to the last nut and bolt. When pieces of the wreckage are found, it will be used by the United States as conclusive evidence of Soviet aggression. Meanwhile,

the Soviets will accuse the Americans of fabricating the entire incident.

There are two things left for the Web to get.

The first is a schematic of a wiring diagram. Web is not absolutely sure of the integrity of the wiring in one area of the missile and they need independent confirmation of the information they have. They want a schematic drawn by an expert to check their schematic against. A schematic residing in the head of one John Edmundsen.

Edmundsen has a gambling problem and Web plans on exploiting this weakness to get the schematic. The plan is to lure Edmundsen into a rigged poker game where it has been arranged for him to lose heavily. The Web plan is to blackmail him with exposure of his vice to get him to produce the schematic.

The second piece they need is a computer board Natividad arranged to have brought into the country. It was listed as equipment for the San Cristobal Agricultural Research Station. As Commissioner of Resources, Natividad controlled this station. He planned on intercepting the crate containing the board before it got to the station, but recent events have prevented him from doing so. The crate is now sitting in the station's store-rooms waiting for someone to open it.

Because of Natividad's recent misfortunes, he is useless in San Cristobal. Web leader Caesar Rodriguez has stepped in to get the schematic and the board. Rodriguez has been working with Cuban troops in the Horn of Africa up to now. He has been meticulously circumspect about his actions and is not on record anywhere. While in Africa, he was in a knife fight with a drunken soldier and received a deep scar along his right jawline from ear to chin. Hence his nickname—Cicatrix.

He is to get the schematic and computer board and transport them to Web's new headquarters in the Caribbean: an offshore oil drilling rig, approved, of course, by Natividad. The central drilling tower of the rig houses the fake Soviet missile and functions as a launching platform. The name of the platform is The Spider.

# Non-Player Characters

Remember, as in the adventure above, the NPCs listed below have only the barest information needed to run them. Please modify this information to fit the tone of your campaign.

## Begin Rules Section

### Caesar Rodriquez (Cicatrix)

| STR | INT | REF | WIL | CON | MOV | DEX |
|-----|-----|-----|-----|-----|-----|-----|
| 36  | 50  | 38  | 43  | 39  | 33  | 37  |

Sex: Male  
Race: Hispanic  
Nationality: Spanish  
Native Language: Spanish  
Age: 39

Psychology: Cruelty (High), Loyalty (Low), Passion (Average), Piety (Low), Sanity (Average), Selfishness (High)

Advantages: Acting Ability

Disadvantages: None

Skills: Knife Throwing (3), Pistol (3), Submachine Gun (3), Knife (2/DEX), Oriental Martial Arts (3), Concealment (2), Disguise (3), Interrogation (3), Acting (3)

## End Rules Section

**Background:** Why would the son of one of the richest men in Spain turn to a life of crime? Simple: boredom.

Caesar Rodriquez was always bored with his life. He had fast cars, fast women, and unlimited funds, but he was still bored. This boredom even led him to a short acquaintance with the Euzdaki Ta Askatasuna (Basque Homeland and Liberty), the terrorist Basque organization.

Rodriquez dabbled in terrorism and found the feel-

ing of power exhilarating. He wanted more, but the ETA was not a group where one could gain more influence and money. Rodriquez considered them too narrowly focused to be of any real help to him. On top of that, he had a falling out with the group about continuing their reign of terror.

Rodriquez and the ETA went their separate ways. For awhile, Rodriquez lollered around the Mediterranean until he met up with an old ETA comrade. After a few nights of wine and women, the comrade explained that he was in the middle of a mission and could use Rodriquez' help. Rodriquez, bored as usual, agreed.

The mission turned out to be the assassination of a wealthy Greek whose yacht was anchored at sea. Rodriquez and his companion made their way in a life raft to the ship and climbed aboard. They crept along to the main salon where the Greek was in deep negotiations with another man. Rodriquez's comrade wanted to burst right in, but Rodriquez stopped him to listen for a few minutes.

The negotiations concerned the delivery of some Stinger missiles. The Greek was holding out for more money, but the other man was adamant about paying the agreed on price. "After all," the man said, "we have given you a good deal of business and made you rich."

At that moment Rodriquez made a decision that would change the course of his life. He stabbed his comrade and pushed the dying man into the room. The two men at the table were startled, but Rodriquez was smooth. He introduced himself, explaining that the man on the floor was contracted to assassinate the Greek and that he had recruited Rodriquez to help. Rodriquez told the men it sounded like they were in a more interesting and profitable line of work, and he wanted in.

It was one of those events that mark a turning point. The other man in the negotiations was Karl Bremmer, a high-ranking Web agent. He liked the way Rodriquez handled himself and, after giving him a few minor assignments, had him inducted into the Web network.

Rodriquez proved valuable and soon rose through the ranks. In a short amount of time he was com-



manding entire operations rather than just a few cells. Rodriquez discovered the secret to maintaining his anonymity was the extensive use of disguises.

Rodriquez was the logical choice to head the operation to build The Spider in the Caribbean and help Bayo return to power.

**Reaction:** If the same characters have gone through all the missions in this trilogy, Rodriquez will be impressed, but that will not stop him from trying to eliminate them.

He will try to keep them from becoming involved in this mission. If they meet at the Casino, he should get an INT attribute check to recognize them, but he will take no other action than described in the adventure.

### Begin Rules Section

#### John Edmundsen

| STR | INT | REF | WIL | CON | MOV | DEX |
|-----|-----|-----|-----|-----|-----|-----|
| 28  | 48  | 24  | 25  | 27  | 24  | 30  |

Sex: Male  
 Race: Caucasian  
 Nationality: British  
 Native Language: English  
 Age: 31

Psychology: Cruelty (None), Loyalty (High), Passion (High), Piety (Average), Sanity (High), Selfishness (Low)

Advantages: None

Disadvantages: Gambling

Skills: Basic Mechanic (4), Missile (3), Engineering/Electrical (5)

### End Rules Section

**Background:** Cheerio, old chap, and all that. Let's hear it for the Queen, bless her. John Edmundsen is a loyal Englishmen through and through.

Edmundsen was educated in the public schools system, attended Eton, took a first in Electrical Engi-

neering at Oxford, and is now employed by one of the largest technical firms in Great Britain working on enhancing Her Majesty's defense systems.

Edmundsen is very right, very proper, and hopelessly inept in social situations. He has known a few girls in his time, but nothing serious. He always manages to say the wrong thing at the right time or vice versa. If it were possible to give negative levels in the game, his Social Chameleon skill would be about a -5. Sometimes he gets away with it for a short time because people think he's doing a routine from Monty Python, but it's just the way he is.

But he is a whiz as an electrical engineer. His forte is working with missile components. His employer makes sure he has a large salary in order to keep him happy.

This is fortunate for Edmundsen, because he's a reckless gambler. He's well on his way to becoming addicted to the games of chance. His obsession started when he joined several gambling clubs in London in hopes of expanding his social circle. Socially he found only rejection, but he did discover an unknown love of gambling. He doesn't do too badly when he is playing against the house. But when he is against another gambler he throws caution to the wind. He takes the game personally, which causes him to lose—a lot.

It's not easy to alienate every girl one meets, but Edmundsen is certainly trying. His vacation in San Cristobal was a total flop romantically, until he met Luz Palacio. She was sympathetic and understanding. Luz understood that his social blunders were due to nervousness and was attracted enough to wait them out. Once Edmundsen got over his initial nervousness he turned out to be a nice guy. Nothing exciting, but certainly not a total boor.

What a shame that Edmundsen probably won't live long enough to enjoy his new-found confidence. Worse still, the fact is Palacio doesn't really care about him.

**Reaction:** Edmundsen is naturally friendly and will welcome conversation. He can't talk about his work "all very hush-hush, y'know," but will

gladly talk about anything else, at great and tedious length.

In his desire to be liked, he will become nervous and clumsy, knocking something over on his conversation companion. Usually something that stains on anything very expensive.

Inviting Edmundsen into a game of chance is to let loose his monster. He will become obsessive about playing and he is a terrible loser. If he loses he will become manic about making his money back.

### Begin Rules Section

#### Luz Palacio

| STR | INT | REF | WIL | CON | MOV | DEX |
|-----|-----|-----|-----|-----|-----|-----|
| 29  | 47  | 44  | 38  | 37  | 38  | 36  |

|                  |            |
|------------------|------------|
| Sex:             | Female     |
| Race:            | Hispanic   |
| Nationality:     | Nicaraguan |
| Native Language: | Spanish    |
| Age:             | 28         |

Psychology: Cruelty (High), Loyalty (Low), Passion (Average), Piety (Low), Sanity (Average), Selfishness (High)

Advantages: Attractive Appearance

Disadvantages: None

Skills: Pistol (3), Knife (2), Oriental Martial Arts (3), Driving/Automobile (3), Social Chameleon (2)

### End Rules Section

**Background:** The Hondurans probably heaved a collective sigh of relief when Palacio left that country. In her work for the Nicaraguan government, she did her best to make Mata Hari look like Rebecca of Sunnybrook Farm.

She would use her feminine wiles to get close to couriers, intelligence officers, and military men. Then, having gotten the information she was assigned to steal, she would kill her prey with a sharp knife between the ribs.

Her fame spread to the point where she was no

longer effective as an undercover agent and she was forced to flee Central America. Rodriguez had been following her career and offered her a position on his action team.

He points her at a target, and she does the rest. Quite willingly, too.

But she has her impulsive side. When she joined Web and Rodriguez, she decided to show her loyalty. Unfortunately, she choose a to do so in a most primitive manner. She had a spider tattooed on her shoulder. One can see it if she is wearing a sleeveless dress, as she is often does to nightclubs or casinos.

What she thought would please Rodriguez only disappointed him. He realized there was a lot of work to be done to get the jungle out of the girl. Eventually, he knew he must rid her of the peasant urges that would lead her to do something as tribal as to mark herself with the symbol of her master. But he saw no reason to have her killed over a little tattoo.

**Reaction:** Palacio can best be described as a smoldering volcano. Tempestuous might be the word. When she sees a man who exudes machismo, she sees him as a romantic adversary. Palacio feels she must break his will and make him docile. She has learned not to do this while on assignment, but the urge is still strong and, if chided and teased, she will give in to this desire.

She likes keeping people off-balance. She will act aloof while adopting a body posture of welcome. She likes making men think they are welcome and then shoving them away.

If she knows someone is an enemy of Web her fire will be kindled first to dominate them and then to kill them. But she will kill only on orders from Rodriguez. For right now, she has been aimed at Edmundsen and it will take an extraordinary man to distract her.

### Begin Rules Section

#### Bart Brett

| STR | INT | REF | WIL | CON | MOV | DEX |
|-----|-----|-----|-----|-----|-----|-----|
| 34  | 37  | 50  | 39  | 39  | 35  | 40  |



Sex: Male  
Race: Caucasian  
Nationality: United States  
Native Language: English  
Age: 33

Psychology: Cruelty (Average), Loyalty (Low), Passion (Average), Piety (Low), Sanity (Average), Selfishness (High)

Advantages: Acute Touch, Ambidexterity, Eye-hand Coordination

Disadvantages: Greed

Skills: Basic Firearms (1), Basic Melee (1/DEX), Forgery (3), Sleight of Hand (5), Social Chameleon (4)

### End Rules Section

**Background:** It is said that Bart Brett could have bested Amarillo Slim—if he would only stick to legitimate gambling. But Brett eschews Las Vegas and Atlantic City, claiming there isn't enough

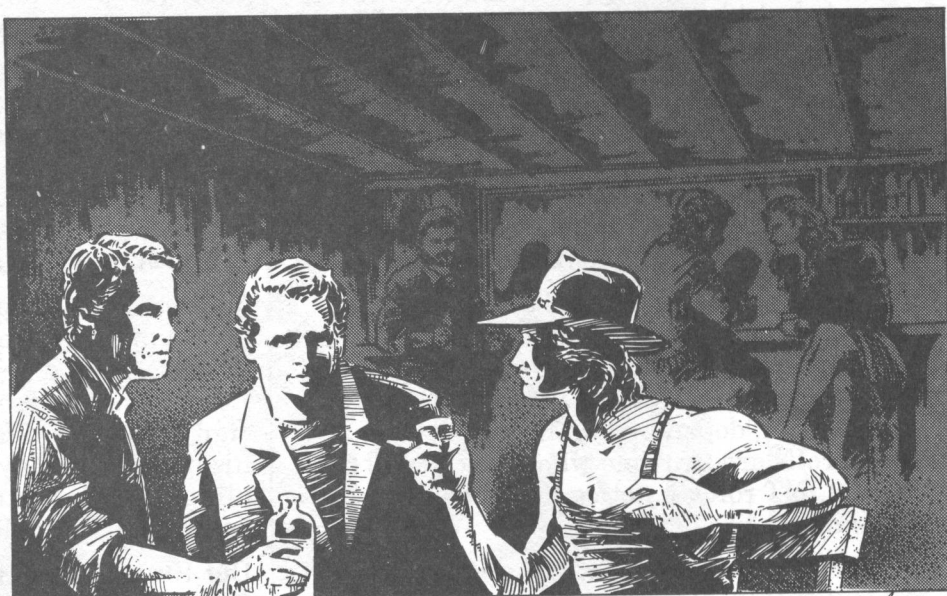
money there. He is stuck on the romantic image of "The Cincinnati Kid."

He enjoys poker games held in hotel rooms with high rollers betting thousands of dollars on one hand of five card stud.

And he's made a pretty good living as a gambler. Which is to say that he has the reputation of being a tough, but honest, player. But he does know how to cheat, and can do it well, and he has been contracted to fleece Edmundsen.

**Reaction:** Brett is being paid to take Edmundsen to the cleaners and nothing will deter him. However, if the characters try to distract him with a small side game, he will be willing to take their money.

He is not physically brave and tries to avoid violence. If he captured and interrogated, he will tell about being hired by a Mr. Mendoza to break Edmundsen. He doesn't know why.



## A. Mad Dogs and an Englishman

Finding Edmundsen should pose no problem for the characters. He has made no effort to hide himself. After all, he's on vacation.

He's taken a modest room at the Shoreman Hotel on the west side of the harbor. The Shoreman is not nearly as plush as the King Phillip Hotel across the bay, but it still turns a good profit. While the King Phillip is opulent and costly, the Shoreman is streamlined and economical.

Any characters tailing Edmundsen will get a grand tour of the hotel and city. Edmundsen is enjoying everything the Shoreman has to offer. He takes a dip every day in the large pool. He spends time after lunch sweating in the sauna; he dances the night away in the hotel's bar/disco.

His constant companion during all this is Luz Palacio. They met a few days after his arrival on the island and they've been together ever since. In the daytime, the pair head into the shopping district and tour the quaint little shops, splash in the surf, or go sailing. In short, they are a typical tourist couple enjoying everything Eden Cay has to offer.

The only off-key notes to this symphony of pleasure are the evenings. While there are many things to do in Eden Cay—like an evening at the Arts Center, dining out at the many fine restaurants, walks on the beach—Edmundsen and Palacio inevitably head for the Casino at night.

Once there, Palacio stays at the bar. She will not be interested in the constant stream of men trying to pick her up. Instead, she will dismiss them with an icy stare or a whispered insult. The characters might fare better, depending on how good their interaction rolls are. Anyone who gets close to her should get 2 INT rolls to notice the spider tattoo on her shoulder.

While Palacio stays at the bar, Edmundsen goes into a private salon reserved for games like bacarat, chemin de fer, and poker. The Casino offers these rooms at a large fee for the convenience of

people who do not like the odds of playing against the house. The Casino makes no money off these games save the fee mentioned above.

In these rooms, it is man against man.

During play of the Casino's game of blackjack, for example, the player always knows what the house will do. The dealer must hit (take another card) on 15 or less, and stand (not take another card) on 16 or above. It makes life easier for the dealer who is really just a delivery system. Also, the employee must be careful when it looks like a player is getting in over his head. The dealer might signal the pit boss to come and suggest the player "take a break and cool off."

But in the private salon, there are no such rules. Players stand only by Hoyle and the official rules of the game. It is not a place for people who do not understand the intricacies of the odds and human nature. Unfortunately, Edmundsen knows less about human nature than he does about cards.

He has been getting into a closed-door game nearly every night since he arrived and has been losing steadily. Often up to \$5,000 a night. Since the buy-in is always in cash, and no markers are taken, he owes no one in the room . . . yet.

But the last few nights a new player has been in every game with Edmundsen. Nothing strange in that, there aren't all that many high rollers in town. But this man seems especially bent on getting under Edmundsen's skin and provoking him to wage recklessly. Edmundsen, both a gambling addict and poor loser, has fallen for the tauntings every time. This has caused him to lose heavily.

You see, Bart Brett does understand the game—and human nature. He's been hired to lead Edmundsen into a no-limit game. The plan is for Edmundsen to lose heavily. He'll then be forced to sign a number of markers which will be beyond his means to repay. If news of his excessive gambling gets back to the firm that employs him, he'll be ruined. A simple plan of blackmail.

But Brett isn't acting alone.

The characters should notice a Hispanic man, Esteban Mendoza, who has been watching the inter-



play between Brett and Edmundsen. Mendoza has been advising Edmundsen against falling for Brett's baiting. He suggests that Edmundsen may be getting in too deep to the American. Edmundsen has thanked Mendoza for his counsel but assures him he can take care of himself. Mendoza has offered to help Edmundsen if he needs it.

Mendoza's beard and tinted sunglasses are one of Rodriquez's standard disguises. The phony beard covers his identifying scar quite nicely.

## B. Poker Buddies

The only way for the characters to get a look at the game is to buy in to the game. Standing next to the door leading into the salon is an attendant whose job is to make sure the game is not disturbed. He can recommend new players to the game. If the characters approach the attendant, he will explain that the game is not for the curious, only serious gamblers are allowed in. The buy-in

for the game is \$5,000. If the characters agree to the price, he'll see if the players are willing to let in an extra person.

Once in the game, the characters will witness the interplay described above. If the characters take a particular interest in Mendoza, they should get a chance to penetrate his disguise. Make a Disguise skill check for Rodriquez using the Disguise check described under the Disguise skill starting on page 43 of the Players Guide.

If the characters catch on to what Brett is doing, they may decide to try to turn the tables on him and break him. In this case, Brett will not be above cheating to maintain his advantage.

If it looks like the characters will be interfering with or preventing the financial destruction of Edmundsen, Rodriquez will have some of his Generic 30 thugs ambush the characters outside the casino and take them to the ruins of the Temple of Toluacan. There they will be beaten and interrogated to discover what their interest is in Edmundsen. (See below).



## C. A Friendly Game

If you don't feel like dealing out cards or rolling those novelty dice with card values to simulate the poker game, here's a quick way to settle the hands.

Each person involved in the game agrees to put in the ante. The table stakes are \$100, but the dealer can up it if he likes. You then roll a d10 for each gambler, keeping track of each roll. This simulates the strength of the hand he is dealt. Secretly, let the player know what number has been rolled for his character. Then there is a round of betting to see who wants to stay in this particular hand. Anyone can drop out at this point, but they lose whatever money they have anted or bet thus far.

Make a second d10 roll for the remaining players and add it to the first roll. This is the final value of their poker hand. The player with the highest point value wins. As in real poker, the player's hands must be kept confidential so they are able to bluff and bet effectively.

After the second roll is made the betting starts with all the usual calls, raises, and checks allowed in poker. (If you are in doubt about the game, the rules are fully explained in any copy of Hoyle's Rules.)

Of course, the characters can cheat during the game. For simplicity, the rigging of the game and subsequent detection falls under the Sleight of Hand skill. Make sure your players know this.

The cheating will take place before the second d10 die roll. The cheater does not make the second roll. If the Sleight of Hand skill check to cheat is successful, the person may add any number he chooses between one and ten to his total. If the sleight of hand is unsuccessful, the person failed to slip the cards into his hand and must make the second roll.

When the dealer is cheating, he can affect another player's numbers in the same way. In this case, the dealer/cheater chooses the number the other person adds to his total. The player must ask for a

Sleight of Hand check to detect cheating, it is not automatic.

**Note:** If the player character's aren't involved in the game you can avoid wasting game time by just telling the players who won and who lost. They may still ask for a Sleight of Hand check and you should tell them when Brett starts cheating.

A character may legitimately increase his die-roll total by trading in one Luck point for one point to be added to his total. This may be done either before the first or second roll. In this way, it is not cheating. The character is just using the natural luck that belongs to all secret agents to pull out the winning hand when necessary.

Whenever two scores of 20 occur in the same hand, there may be accusations of cheating even if the total was achieved legitimately.

**Note:** As with any gambling game in **Top Secret/S.I.**<sup>™</sup>, this simulation is intended for use in a role-playing situation with make-believe money as part of the characters' adventure. It is inappropriate to use real stakes!

## D. One Good Deal Deserves Another

On any night when the characters are involved in the poker game, or on the second night if they are just watching Edmundsen, Brett will spring his trap. By implying that Edmundsen is a rotten player and not worth his time, he will goad Edmundsen into a no-limit game. Just between the two of them.

During this game, Brett will cheat, as described above, giving himself a 20 and Edmundsen a 19. Brett is good, and Edmundsen doesn't have the Sleight of Hand skill to notice that Brett is dealing seconds and off the bottom of the deck.

Brett will push Edmundsen to bet higher and higher until the pot reaches \$15,000. Then Brett will bet the pot, meaning he will wager another \$15,000. Edmundsen, sure of victory, will ask if Brett will take an I.O.U. Though it would not be



accepted in a regular game, Brett will be magnanimous and agrees to take it. Edmundsen will see the raise.

Then he will lose.

Edmundsen will be devastated. He's blown his entire savings in the last few nights and doesn't have a lot of items to sell. Brett will rake in the chips and remind Edmundsen that he expects a check or cash the next day.

The other gamblers will file out. Mendoza will stay behind long enough to make eye contact with Edmundsen and then leave shaking his head with regret.

Edmundsen will not be in any mood to talk to anyone. He will even desert Palacio at the bar, walking back to the Shoreman in a stunned stupor by himself. He will not sleep that night and the next day look for Mendoza for help.

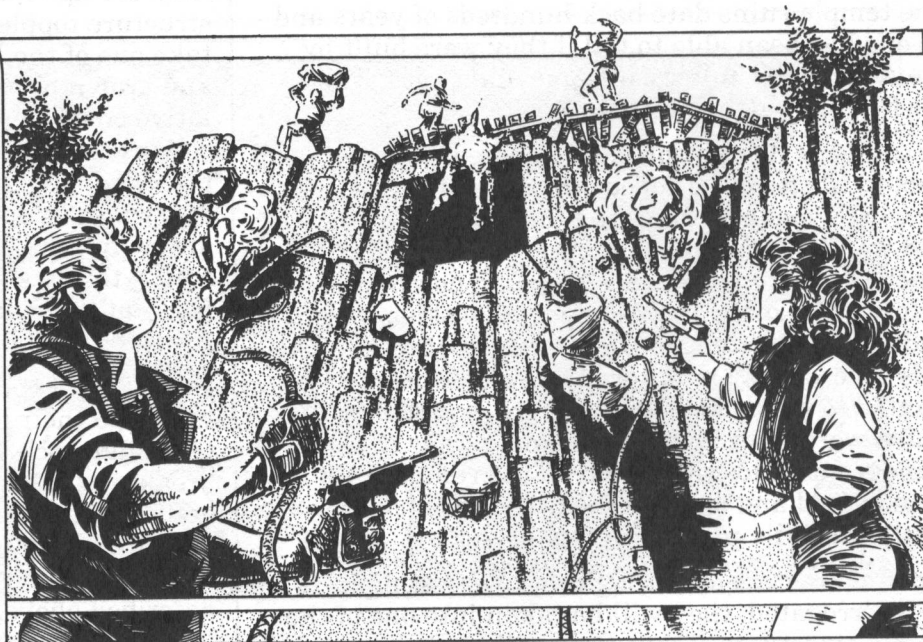
**Note:** The characters may step in at this time and offer to help out Edmundsen. The same directions apply here as above. If Rodriquez (who is having

Edmundsen shadowed) thinks the characters are interfering with his plans, he will have his men remove them for interrogation.

## E. Ruin Run-In







The next day, looking ragged and pale, Edmundsen will go looking for Mendoza. Mendoza is registered at the King Phillip, but he will not be there. The desk clerk will tell Edmundsen that Mendoza spends his days at the ruins east of Eden Cay. The clerk says that he is very interested in the Temple of Toluacan as are a lot of scholars.

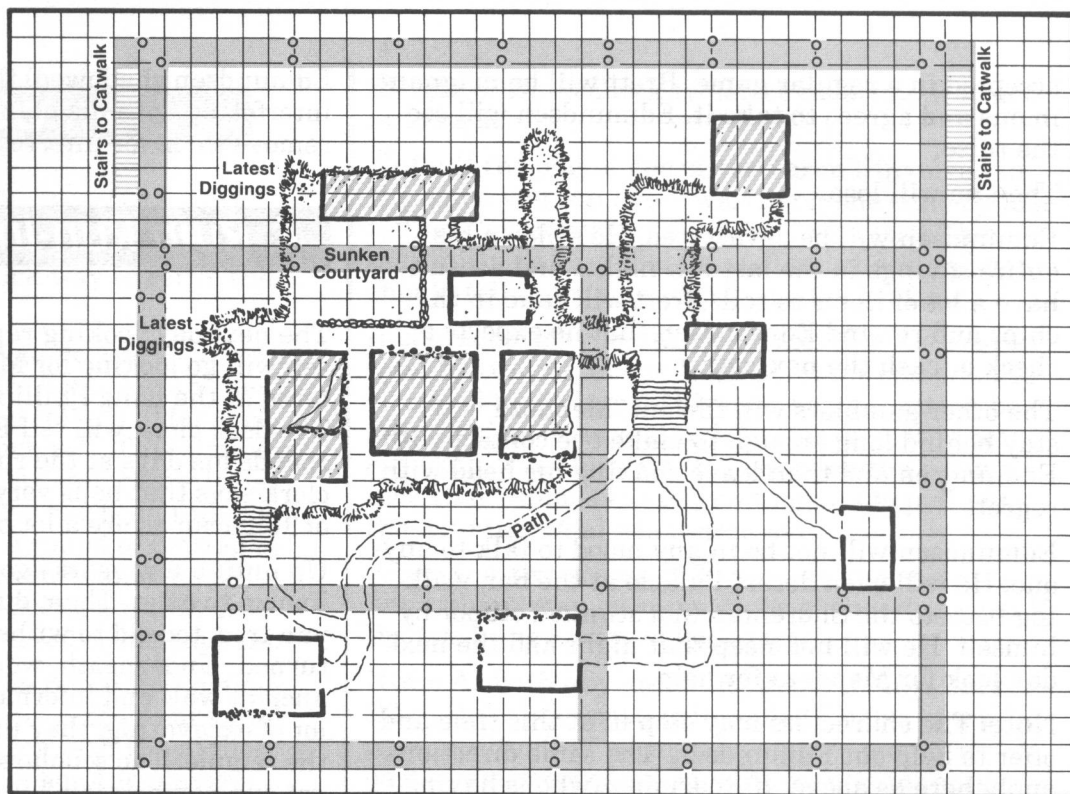
Up until a few years ago the ruins were not even known to exist. Then, during a hurricane, a banyan tree, too old to withstand the winds, overturned. Underneath, workers discovered an ancient wall and informed the university. After a lot of excavating, they uncovered what was left of the temple. The scholars have only been able to get one name so far, Toluacan. It is a mystery that



## TEMPLE OF TOLUACAN

One square = 5 feet

-  6'-deep Trench
-  Catwalk
-  Support
-  Crumbled Wall
-  Standing Structure
-  Ground Level Roof (possible cave-in)



may take years to solve.

The temple ruins date back hundreds of years and no one has been able to tell if they were built by the Aztecs, the Toltecs, or some other race. There are few hieroglyphs remaining.

Of course, a debate sprang up immediately: Should the ruins be roped off, or should some money be made by charging the public to go in and wander about? A compromise was finally reached. There were areas that had no scientific value, while other rooms and fragile structures had to be protected. Tourists were let through, but only on carefully monitored tours. For people who wanted to soak in the atmosphere, a series of catwalks were built above the ruins so they could wander about looking down on the remnants of a time passed and observe the activities of archaeologists carefully preserving history.

If the characters are brought out here at night to be interrogated, they will be taken into one of the fragile structures. There they will be tied up and interrogated. If they refuse to talk or reveal what

they are up to, they will be killed by having the structure toppled onto them. Rodriguez's men will take one of the large loose stones onto the catwalk and drop it on the structure. There is a 10% cumulative chance each time that the structure will collapse (10% the first time, 20% the second, 30% the third, and so on). If the structure collapses, everyone inside will be killed. When the bodies are found, chances are it will be attributed to fun-loving tourists who wanted a thrill by having a party at the ruins and the debate over closing them to the public will rage again.

To get out of the building, the characters will have to escape their bonds by scraping the rope against the rough rock walls. There is a 10% chance of breaking the ropes immediately. After that, they get another roll every round with the chance increasing by 10% each round. This will be happening at the same time as the stone-dropping described above, so alternate the rolls (one for collapse, one for ropes, one for collapse, and so on).

Any character with the Stage Magic skill can use it to try to escape from his bonds.



Any combat or chase in the ruins will involve a lot of sharp turns and ducking into doorways. There's no need for a chase flow chart, just use the diagram of the ruins on p. 40. The shaded areas represent places where a REF check is necessary or a fall will result. A shaded area with an "X" marked on it means that there is a further 25% chance that a fall will send the person through the weakened structure into a room below from which he must climb out.

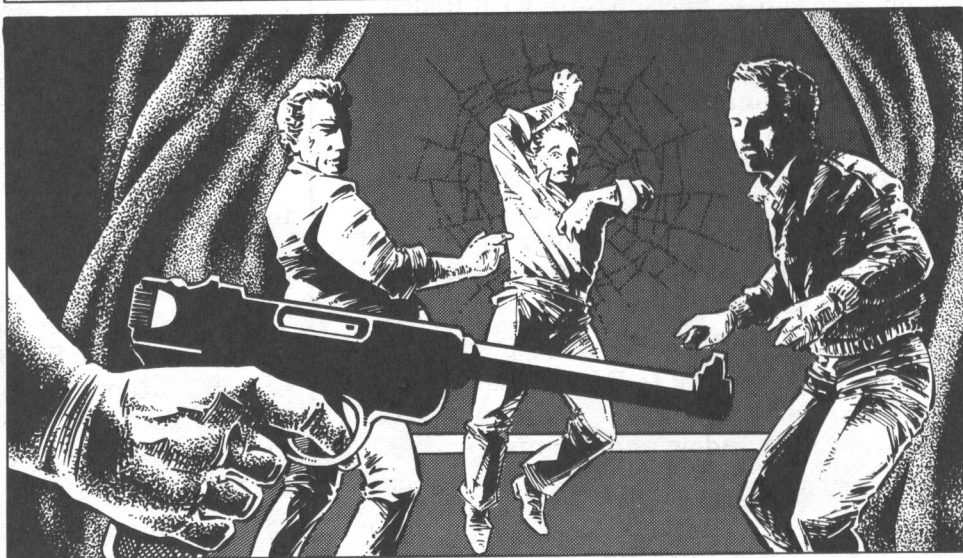
Of course, some of Rodriquez's men will be deployed along the catwalks in order to get an advantage when shooting. The supports for the catwalks are marked and can be climbed.

Rodriquez loves this place. He has some Mayan and Aztec blood in him. He feels a close kinship to the people who created a calendar that still works and could built such places as Chichen-Itza. He

has visited ruins throughout Mexico and finds them comforting. While in San Cristobal, he enjoys walking along the catwalks of Toluacan and projecting back to what his ancestors may have done here.

When Edmundsen gets to the ruins during the day, he will have no trouble finding Mendoza. The bearded man is walking along the catwalks admiring the ruins. Edmundsen will explain his situation and ask for help. If Mendoza will only help him, he "would be ever so grateful." Mendoza will cluck his tongue and shake his head reminding Edmundsen that he warned him about getting in too deep. Finally, he will agree to help the hapless young man. He'll tell Edmundsen he'll come to his hotel room that night and that he shouldn't worry.

Edmundsen will be very grateful—until that night.



## F. The Best Laid Schematics

That night, Rodriquez, still disguised as Mendoza, will visit Edmundsen's rooms. He will show Edmundsen the I.O.U. from Brett, supposedly acquired by paying off the gambler.

Edmundsen will be very grateful and effusively thank Mendoza promising to pay him back when he can. Rodriquez, still holding the marker, will explain that Edmundsen can pay him back right now. By drawing the schematic he wants.

Edmundsen may be a gambler and a fool, but he is not a complete idiot. He will suspect that he was framed and balk, but will eventually comply with Rodriquez's demands. Once he draws the rough schematic, Rodriquez, ignoring Edmundsen's outrage, will open the door to the room and let in his thugs. They will hurl Edmundsen out the hotel window to his death.

If the characters have helped or offered to help Edmundsen but are not in the room, he will feel brave enough to refuse to co-operate with Rodriquez. In this case, Rodriquez will call in his men and have them work Edmundsen over until he gives them the schematic and then have him thrown to his death.

Edmundsen's death should galvanize the characters into action. If they offered protection to Edmundsen, they will feel the need for vengeance. If they took no action, they should now realize that this situation is serious.

**Note:** If the characters lallygag a bit, but decide to go to the Shoreman to talk to Edmundsen, they should get there just in time to see Edmundsen's body flying out his window and crashing on the pavement.

## G. Ideas Sprout Up

Of course, the actions above, like the rest of this adventure, describes only what the NPCs are

planning and intending to do. It is possible, that Edmundsen may be saved through the intervention of the characters and Rodriquez's plans will be thwarted.

You will have to be ready to alter the plans of the NPCs, but always with an eye toward their intentions. For example, if the characters take Edmundsen in protective custody, then Rodriquez will alter his plans to include getting Edmundsen away from the characters. Then he will take Edmundsen either to the temple, or to the oil rig, so he can draw the schematic there.

Getting the schematic is not as critical to Web's plan as the computer board is.

Getting the characters to investigate the Agricultural station (Rodriquez's next stop) shouldn't be too difficult if they decide to examine Edmundsen's room. They will find on the floor a small green sprout with some soil attached. It came off of one of Rodriquez's thug's shoes. Any characters who succeeds at a Basic Science or Biology/Botany/Zoology education skill check will be very perplexed. The sprout comes off a edelweiss plant.

This is not too farfetched. Though edelweiss is associated with Switzerland, it also grows in Europe, Asia, and South America, but only at very high altitudes. This sprout was pulled only a few hours ago, not enough time for a plane trip to one of these locations.

If the players can't come up with the right answer to this mystery, they will have to turn to Frederick. He'll have to call Clavell to get the answer to this puzzle.

There is a place on the island where edelweiss can be found—at the San Cristobal Agricultural Research Station off Kerry Grass Highway. In fact, Rodriquez's thug who tracked the plant in works at the station undercover during the day looking for the crate with the computer board.

There is another event you may throw in if you think the characters are having too easy a time or if the adventure has been a little slow. If the characters annoy Rodriquez too much, he will contact the oil rig and ask for information on them. If



Natividad survived the last adventure, he will be able to identify the characters and give Rodriquez the location of the Orion branch office. He got it one night while going through the Minister of Security's papers.

If the characters go back to Fredericks with the sprout, they will be watched by one of Rodriquez's men. Or, if Rodriquez gets his information from Natividad, he will send them a note at the hotel purporting to be from Fredericks telling them to report to headquarters immediately. At the shop, Fredericks will follow procedure and take the characters into the back room.

Shortly after their arrival (or after finding out about the agricultural station), there will be a crash of glass from the front of the store followed by an explosion. (Equivalent to 16 sticks of dynamite.)

**Note:** If the characters have taken a real beating during the adventure and might not survive this explosion, you can give them a few turns to try to escape or get rid of the explosive.

Rodriquez did not know about the bullet resistant plastic leaning against the wall. It will absorb most of the explosion, but the characters will take 1d6 damage each and be blown through the back windows.

Fredericks is another matter. He was not sitting next to the plastic and took the full force of the blast. When the characters check his body they will find he is dead. Though they may not have liked him, he was still their branch manager and a fellow Orion member. This should make the mission very personal.

The fire will completely destroy the A Bit of Eden shop and all the equipment inside. But Rodriquez and Web will now assume that the characters are dead, which may be of help to them.

**Note:** If you liked Fredericks and want to keep him around he can still be alive, but critically injured.



## H. Station Break

On a small island with a growing population, food is an important commodity. San Cristobal has limited farmland and the government is deeply involved in utilizing the farmland to its maximum potential. The government established the Agricultural Research Station which is dedicated to helping the island's farmers produce higher crop yields at lower costs.

The running of the station came under the jurisdiction of the Commissioner of Resources. The station is currently without an administrator because Natividad has disappeared.

This provides several opportunities for the characters to infiltrate the Agricultural Station. They can go undercover as a team of government experts making an evaluation of the operation of the station, or they might disguise themselves as visiting botanists interested in the station's work.

Or they could sneak in under cover of night.

If the characters manage to gain entry in disguise, they will be introduced to Dr. Monica Mattoon who currently heads the station. She will be happy to show the characters around and explain the nature of the various experiments in progress.

The main building at the station houses the administrative offices (see map, p. 45). The labs are located in two buildings behind the main one. In one, the scientists are trying new chemical fertilizers and agricultural techniques to produce faster growth in plants. In the other building, they are experimenting with hybrids and strains of plants to produce more fruits, as well as plants that need less room to flourish.

Behind these buildings are the greenhouses. Each greenhouse is climate controlled and can only be entered through an airlock. Dr. Mattoon will explain that the quality control at this station must be more stringent than any similar operation in the world. Because of limited funding, the station can't afford any problems with the "X" factor, those random elements that destroy the integrity

of an experiment and render the results useless. There is no allowance for waste at the station.

The greenhouses contain the most delicate of experiments. There are rare flowers and plants for study in these structures, and yes, there is edelweiss being grown. It's located in Greenhouse 7.

Beyond the greenhouses are fields where new strains of plants are tried out under actual island conditions. Dr. Mattoon will mention that the crews are busy securing the fields. There are indications of a hurricane brewing to the southeast and they must protect the smaller, more vulnerable plants.

While the characters are being shown around, they will be passing workers, scientists, and other visitors. Dr. Mattoon will spy someone she wanted to speak with and excuse herself for a moment. She will call out "Dr. Palacio!" and wave to an attractive brunette walking along with two large technicians.

"Dr." Palacio will come over to speak with Dr. Mattoon. Though she has pulled her hair back, toned down on her makeup, and even added glasses to make her look more scholarly, the characters will have no trouble recognizing Luz Palacio. This discovery may come as a surprise to them if they bought her cover story or paid little attention to her in Eden Cay.

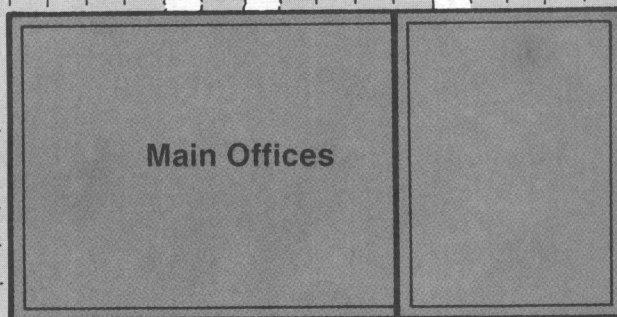
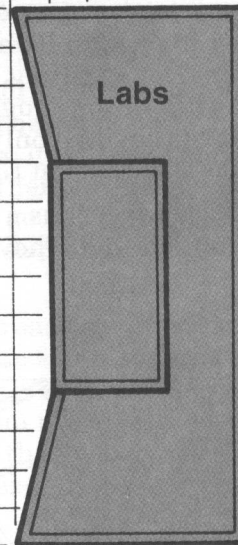
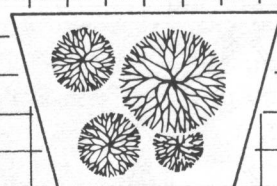
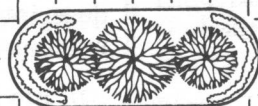
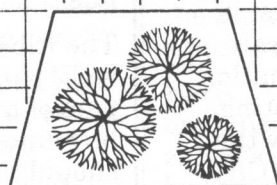
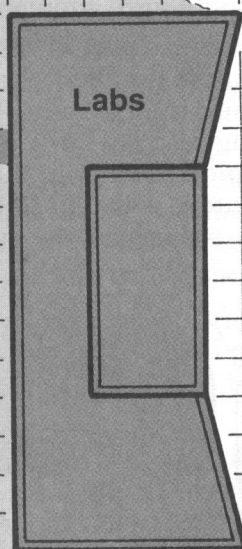
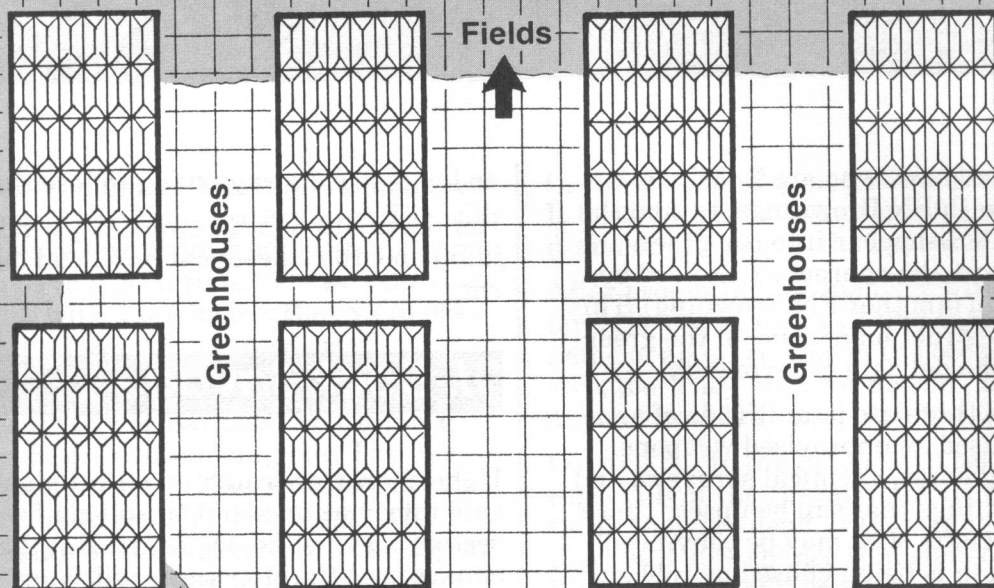
If she sees and recognizes the characters, Palacio will not panic. She will keep her conversation with Dr. Mattoon short and then move on to report to Rodriguez that the characters are still alive. If she does not recognize them, she will be courteous, but, after a time, eager to leave.

Dr. Mattoon will ask if everything went well and "Dr." Palacio will assure her that it went wonderfully. "We have solved the mix-up. The package that was supposed to be sent to me at the university did indeed show up here. I must say with all the current happenings in the capital, I wouldn't be surprised if they misplace the army base. Thank you again." And with that remark, she will leave.

The characters will probably want to follow her. If they force a fight, Palacio will grab the package



AGRICULTURAL STATION One square = 10 feet



Parking Lot

and order the technicians, who are Rodriguez's thugs and armed with FN Brownings, to stop the characters. She will disappear into the greenhouses to try and lose the characters. If need be, she will use her gun (another FN Browning). This could lead to the destruction of some of the greenhouses and upset the delicate experiments.

In the greenhouses there are a multitude of articles which can be used as improvised weapons. There are watering hoses, chemical sprayers, and tables holding seedlings that can be upset. There are also the technicians, who may be convinced that this poor woman is being chased by robbers and killers, who will try to stop the characters.

If the characters resort to strong arm tactics, it will be difficult to try to pick up Palacio's trail again. The best method for gleaning information will be to interrogate one of the thugs assisting Palacio. Unfortunately, they will only know that they were heading for the docks in Elberon City.

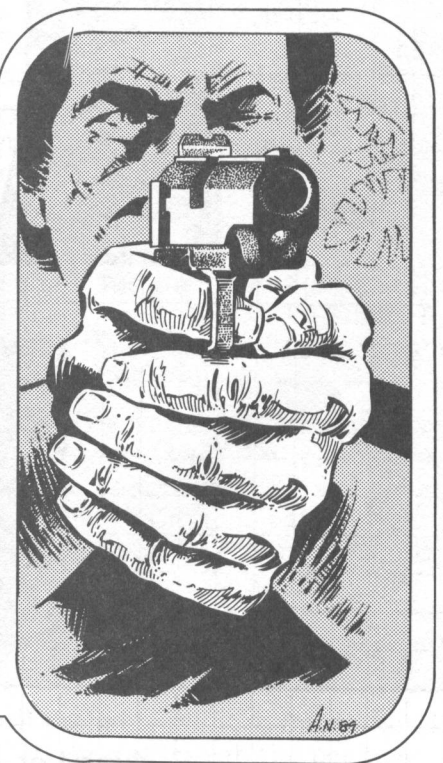
Out in the parking lot, Palacio has a sedan with two more thugs waiting for her. They are armed

and will speed away trying to lose the characters. Her destination is Elberon City, where she will jump aboard a speedboat and head out for the oil rig.

## I. Dock Savage

If the characters catch up with Palacio and extricate information about the oil rig from her, this section may not be necessary. But there is a chance that the characters will have to scour the docks for information about Palacio and Rodriguez.

The Elberon docks are part of the city referred to as El Fiero (Spanish for "The Fire"). It is a seedy part of town. More information about El Fiero can be found starting on page 60. The characters should have to plow their way through at least a couple of encounters with the NPCs listed in the description before they get any substantial information.





The denizens of El Fiero will certainly remember Palacio, and not in a complimentary way. The sailors will tell tales of the "cold, frigid woman" who didn't want to have a good time. She was the companion to a man with a big beard; they were asking about hiring muscle along the docks.

After talking to several people, the characters should be directed to The Sargasso Sea, a place where the merchant seaman hang out. The Sargasso Sea's owner is Trevor Hall who gets around pretty well for a man wearing two prosthetics. Hall was a seaman on a freighter until the day a crane slipped and a crate of machine parts came down crushing his lower legs. Since then, with the help of a cash settlement from a lawsuit and disability insurance, he has run The Sargasso Sea.

The name for the club was his idea. He found that sailors coming into port for a few days never really wanted to find a place to stay. They just wanted to get lost. The first step to getting lost was cutting through the accumulated sea salt with the better part of a bottle of booze. Hall gives them a chance to get lost in The Sargasso Sea.

Some of the roughest waterfront rats hang out at The Sargasso Sea and, for a small price, you can arrange anything from a robbery, to a shanghai, to a murder.

Hall will be in his usual place behind the bar. His artificial limbs resulted in only a slight stiffness when walking like he is always at attention.

Hall will remember the man with the beard and the woman. They were different than most people coming in to hire muscle. "Most of them come in looking a little embarrassed or guilty. Then there are those who come in acting and dressing like they stepped out of a TV show. But these two, they were all business. They might as well have been looking to buy a drink for all their excitement. They were used to hiring muscle and I think they were a little disappointed with the pickings here."

It will take the exchange of some money or some forceful persuasion before the characters will get all the information Hall has. He doesn't know where the mysterious couple came from, but later that night, when he was emptying the trash into

the bay, he spied a motorboat heading out to sea. It looked like the two people from the bar were on it and on the side of the boat was the name Spider.

After prompting his memory with a few more dollars, the characters will find that Spider is the name of an oil rig out in the ocean. "Very impressive, too. They ain't hit nothin', and ain't given anyone from here a job yet, but we'll see."

Getting out to the Spider will take some doing, especially if the characters still want the enemy to think they are dead. If they go to the government, there is a 20% chance that someone there, still on Web's payroll, will radio ahead that the characters are on their way. Since they can't work through the regular Orion channels, they will have to hire a boat and a skipper.

Early in the morning, the fishermen go out for the day's fishing. They stay away from the Spider for safety's sake, so it will take some persuasion or bribery to get them to go near it. On the day that the characters go out there will be dark clouds in the southeast. Remember, there is a hurricane brewing.

**Note:** The approaching hurricane may make the players cautious about sending their characters out to the oil rig. It would be a good time to impress upon them the extremity of the situation. Point out that the enemy has the computer board and might be executing their master plan at any moment.

## J. Altered States

This is what will happen if the characters get hold of the computer board either by catching Palacio or through other means. If they have it, any character who makes a successful Missile or Engineer/Electrical education skill check will be able to identify it as part of a missile, but not a vital part.

That, along with the recent spate of assignments in San Cristobal involving people involved with missiles, should be more than enough to get them thinking that someone is constructing a missile.

If the players didn't think to ask around the docks about Palacio or anyone else, they may turn to Penelope Clavell for assistance. She will be very sorry to hear about Fredericks and will help in whatever way she can. When the characters describe their adventures, she will be stumped. But she does have a small piece of information, though she thinks it might be nothing.

In going over the papers in Natividad's office the investigators have uncovered a number of sanctions that were obviously granted due to kick-backs. One sanction that was investigated, but appeared legal, was given to the TransCaribe Oil Corporation to drill for oil. They've met all the environmental standards for the area and appear to have done nothing wrong, but it sounds like a big gamble for an area where oil was never detected. And they've been drilling for months without any results.

"Yes, things must be very dull out there on the Spider." If asked what she means, Clavell will explain that that's the nickname of the oil rig.

## K. Gulf Course

Thought it may take some doing, the characters should be able to find someone who will take them out into the Caribbean. Some of this "doing" might include bribery or even outright hijacking.

The problem facing the characters is approaching the rig without being spotted. This might take some underwater work. The characters should be able to scrape together some scuba tanks and masks, though it might cost them. A minisub is out of the question—unless they obtain it through Clavell.

It doesn't take a Hornblower to find the rig. The boat need only travel up the west coast of the island and then continue due north. After about 20 minutes, the rig will be visible slightly to the northwest. Any boat can get to within a mile of the rig without attracting undue attention. After that, the boat will be under surveillance by look-outs on the rig.

## L. I, Spider

The Spider probably got its name from the eight great support legs that extend down 1,000 feet to the ocean floor. It could also have come from the intricate network of steel girders that make up the bulk of the superstructure and drilling rig.

Towering almost 75 feet above the ocean surface, the 180' by 200' platform acts as home for a maximum of 40 workers. There are two crews of 25 to 30 people each working on a seven-day-on, seven-day-off schedule. Such a platform, at full production, can produce almost 55,000 gallons of oil per day along with 95 million cubic feet per day of natural gas.

Check the diagrams of the platform on pages 49 to 50 for layout details.

**Crews Quarters:** Each room is occupied by two workers and has its own bathroom. An illusion of spaciousness is created by the clever use of pastel colors. Each crew member gets his own combination locker and dresser. Since the crew usually brings along only enough for the seven days they will spend on the rig, they don't need a lot of space.

**Cranes:** Used to load and unload cargo and provisions from the supply ships.

**Escape Pods:** Located at the four corners of the rig, each pod can hold up to 15 men. The pods can ride out the roughest weather while emitting a radio signal until rescue comes. They move at a very slow rate and are easy to handle. There are provisions to support 15 occupants for three days. The pods also have a transceiver in them which emits a signal for 25 miles. There are life rafts, preservers, and lockers of life jackets placed along the railings of the pods.

**Drilling Rig:** The tower that (usually) holds the drill. The drill is guided through the conductors to prearranged spots on the ocean floor. Rigs drill straight down and diagonally through "side-tracks" to areas where they suspect oil or natural



gas can be found.

**Separator Equipment:** Drilling in the ocean brings up oil, gas, water, and sometimes sand. The separating equipment removes the sand and water. The oil is then separated from any natural gas and the gas is collected.

**Clean Oil Tanks:** While awaiting a sampling to make sure it contains less than one percent of water, the oil is held in the Clean Oil Tanks before being sent along a pipeline to the shore. So far, no pipeline has been paid (run) to the shore.

**Glycol Contact Tower:** The natural gas that comes through the pipe must have the water and water vapor removed from it. The natural gas is sent through the glycol tower where the water leaves the gas and attaches to the glycol. The water in the glycol is boiled off by sending it through the glycol reconcentrator. The glycol is then recycled.

**Desander:** The water and sand removed from the oil cannot just be put back in the ocean, it must be cleaned. The cleaned sand is dumped overboard while the water must go through the Corrugated Plate Interceptor, then it is further purified by passing it through a flotation cell.

**Solar Cells:** Amazingly enough, the entire rig runs on solar energy and batteries.

This is an incredible feat of engineering, except that none of it is operating at the moment. All this machinery is just for show.

The only item that seems to be working is the drilling rig, but it is really the support tower for the missile. An inspection of the tower will reveal a large metal cylinder. Inside the cylinder is the missile. It is similar to missiles fired from submarines. First a blast of powerful compressed gas launches the missile and carries it until it is clear of the platform. Then the rockets kick in and take it away. The missile is fired from the Control Room.

Anchored at the bottom of the sea stairs is the supply ship Scorpion.

### Begin Rules Section

| Max | Accel | Handl | Brake | Prot | #Pass | Range |
|-----|-------|-------|-------|------|-------|-------|
| Spd |       |       |       |      |       |       |
| 40  | 5     | -60   | 5     | -110 | 30    | 2,000 |

### End Rules Section

The Scorpion will remain at the platform until the hurricane blows over. Its only function is to bring in heavy equipment or provisions that can't be brought in by helicopter.

## M. Personnel Appearances

There are 24 Generic 40 thugs armed with Uzis and .45 automatics. In addition, there are ten Generic 20 technicians needed to man the Control Room.

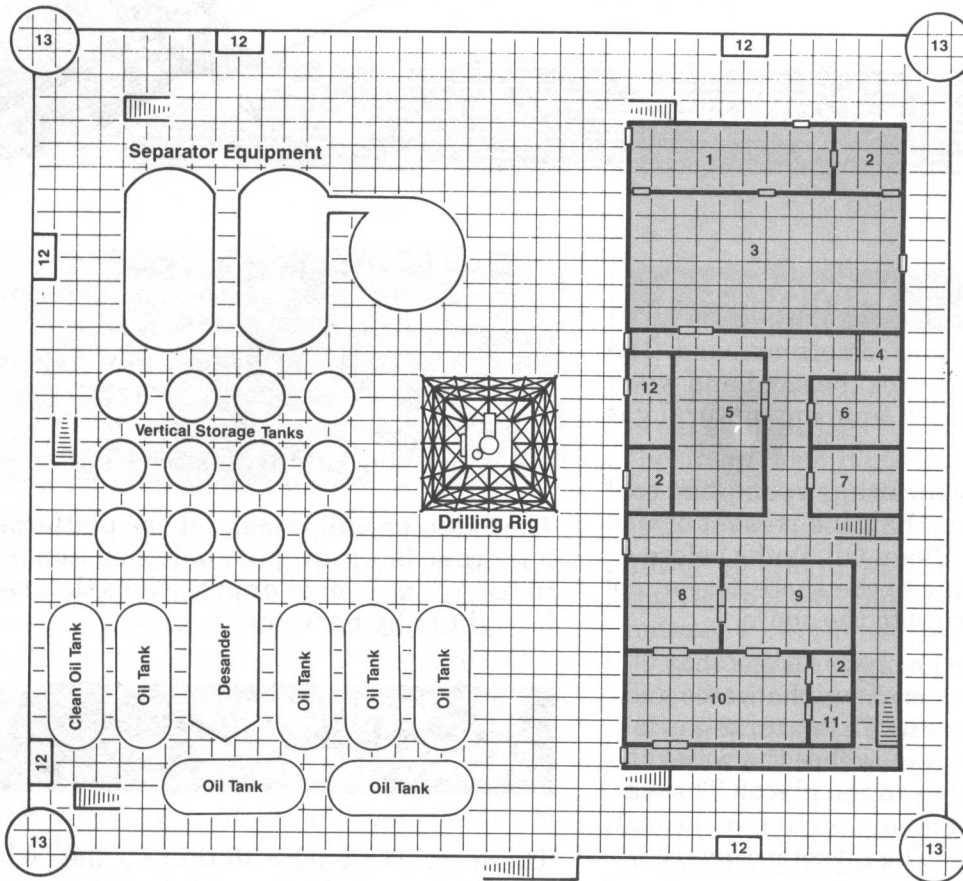
Eight guards are on duty patrolling the first level of the platform at any given time. But they have become sloppy because they believe no one can assault the rig without being seen. Therefore, they get only the normal 1/2 INT check as described under the Stealth skill on page 46 of the Players Guide.

The technicians are very busy at the moment. A few are checking the missile, which is being fueled. Others are re-checking their computations and notes.

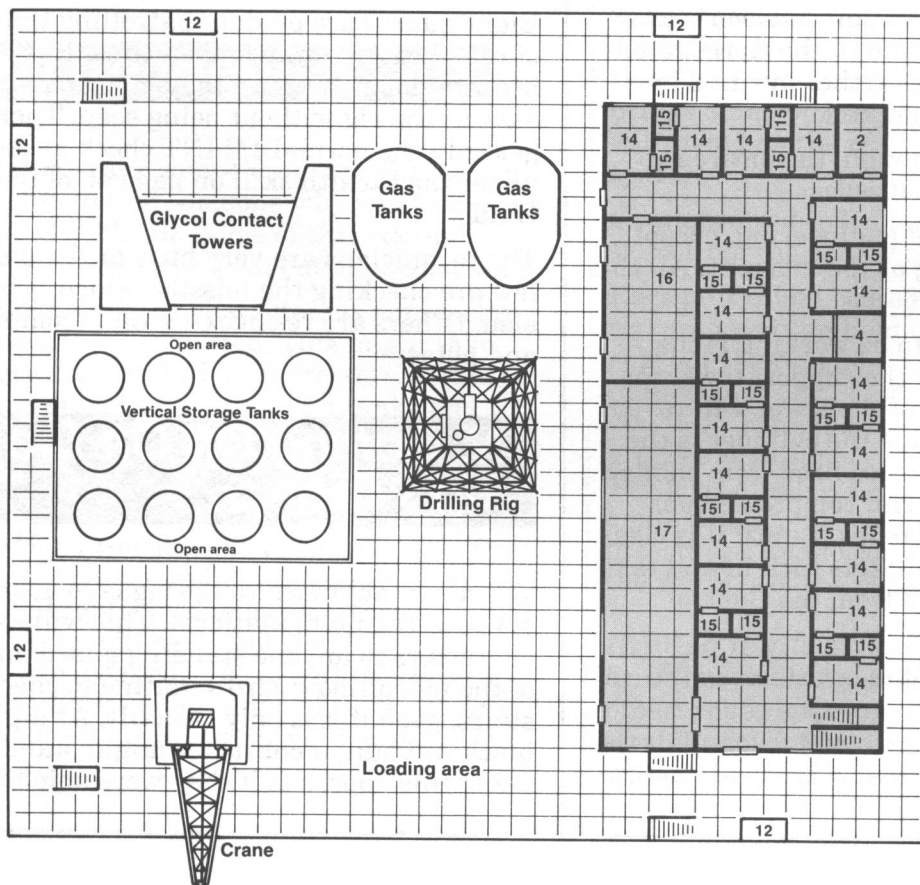
## N. Getting Off On The Rig's Foot

The direct approach to the rig is to go up the sea stairs to the main platform. This will expose the characters to anyone standing guard and it is part of the patrolling guard's routine to check the stairs, even if it is only casually. At night, in a black wet suit, a character might stand a chance using this approach if they were able to be still

# THE SPIDER



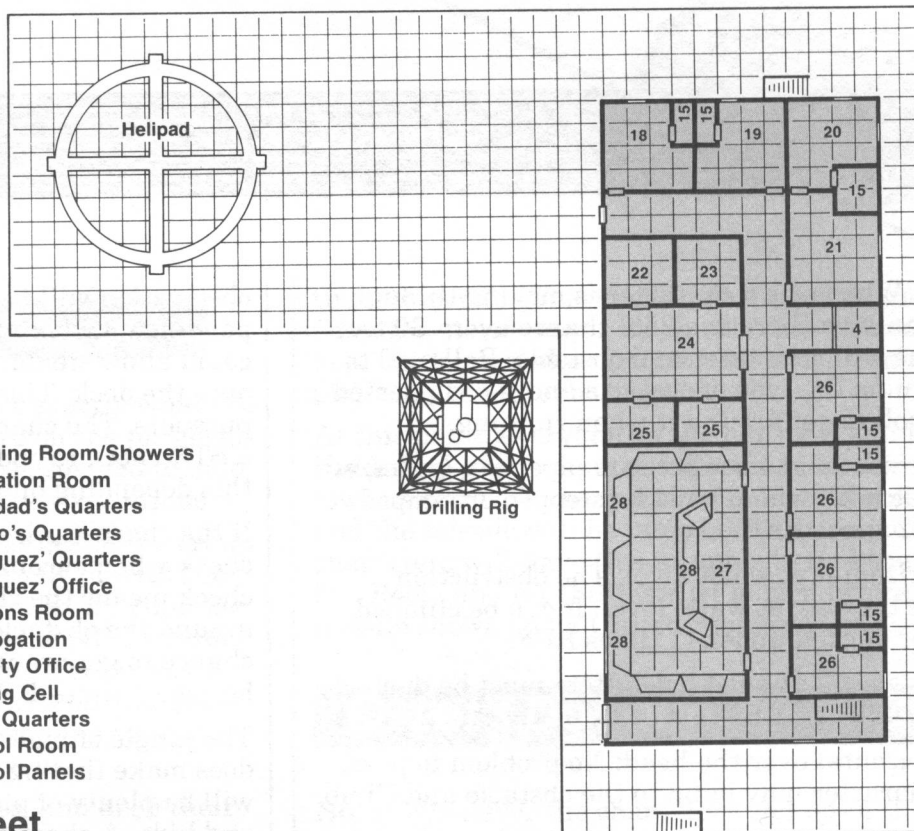
Level One



Level Two



## Level Three



- |                        |                           |
|------------------------|---------------------------|
| 1. Kitchen             | 15. Bath                  |
| 2. Storage             | 16. Changing Room/Showers |
| 3. Cafeteria           | 17. Recreation Room       |
| 4. Elevator            | 18. Natividad's Quarters  |
| 5. Daily Briefing Room | 19. Palacio's Quarters    |
| 6. Foreman's Office    | 20. Rodriguez' Quarters   |
| 7. Supervisor's Office | 21. Rodriguez' Office     |
| 8. Operating Room      | 22. Weapons Room          |
| 9. Burn Care Unit      | 23. Interrogation         |
| 10. Dispensary         | 24. Security Office       |
| 11. Doctor's Office    | 25. Holding Cell          |
| 12. Rescue Equipment   | 26. Guest Quarters        |
| 13. Escape Pod         | 27. Control Room          |
| 14. Crew's Quarters    | 28. Control Panels        |

One square = 5 feet

every time the guard passes the top of the stairs. This can be done by having the character make a REF check every time the guard checks. How often the guard checks is up to you.

Otherwise, the characters will have to climb up the steel understructure of the Spider. Use the rules for the Climbing skill on page 48 of the Players Guide. There should be at least four hazards for the characters to overcome with a Climbing check. Once under the platform, the characters will have to make another Climbing skill check to find a removable grating so they can get onto the first level of the platform complex.

However the characters get onto the rig, at the moment they begin to climb, you should tell them that the wind seems to be picking up and the sea is getting rough. The hurricane everyone has been talking about has arrived.

## O. Rig-orous Exercise

The hurricane will certainly complicate the characters' lives. During the course of the storm, anyone on deck will have to use the guide ropes to pull themselves along and to prevent from being swept overboard.

Anyone not holding onto the rope will have to make frequent REF checks to maintain footing and/or grab onto something to stay upright on the platform. All ranged combat skill checks get a -30 modifier due to the driving wind and blinding rains.

**Note:** You can call for this REF check whenever you think a character has performed a complicated or strenuous action on deck. These actions can include combat, a chase maneuver, an ambush, or climbing to another level of the platform.

Character movement is not limited to the open platforms. There is enough room between the tanks or equipment for a character to sidle or squeeze through. A character may have to step over horizontal pipes or around vertical flow valves which will cut back on the rate of move-

ment. Whenever a character is moving through such an area there is a 25% chance every 30 feet that he will encounter an obstacle. Roll a d6 to determine the type of obstacle and the suggested REF roll to get around it when running:

1. Horizontal at knee level: A pipe, bar, girder, etc. at knee level which must be stepped or jumped over. (2 times REF)

2. Horizontal at waist level: The obstruction blocks the way at waist level. It can be climbed over or ducked under. (1 times REF)

3. Horizontal at head level: Item must be ducked under. (2 times REF)

4. Horizontal over the head: No problem to pass, but character may jump to the obstacle and climb on it.

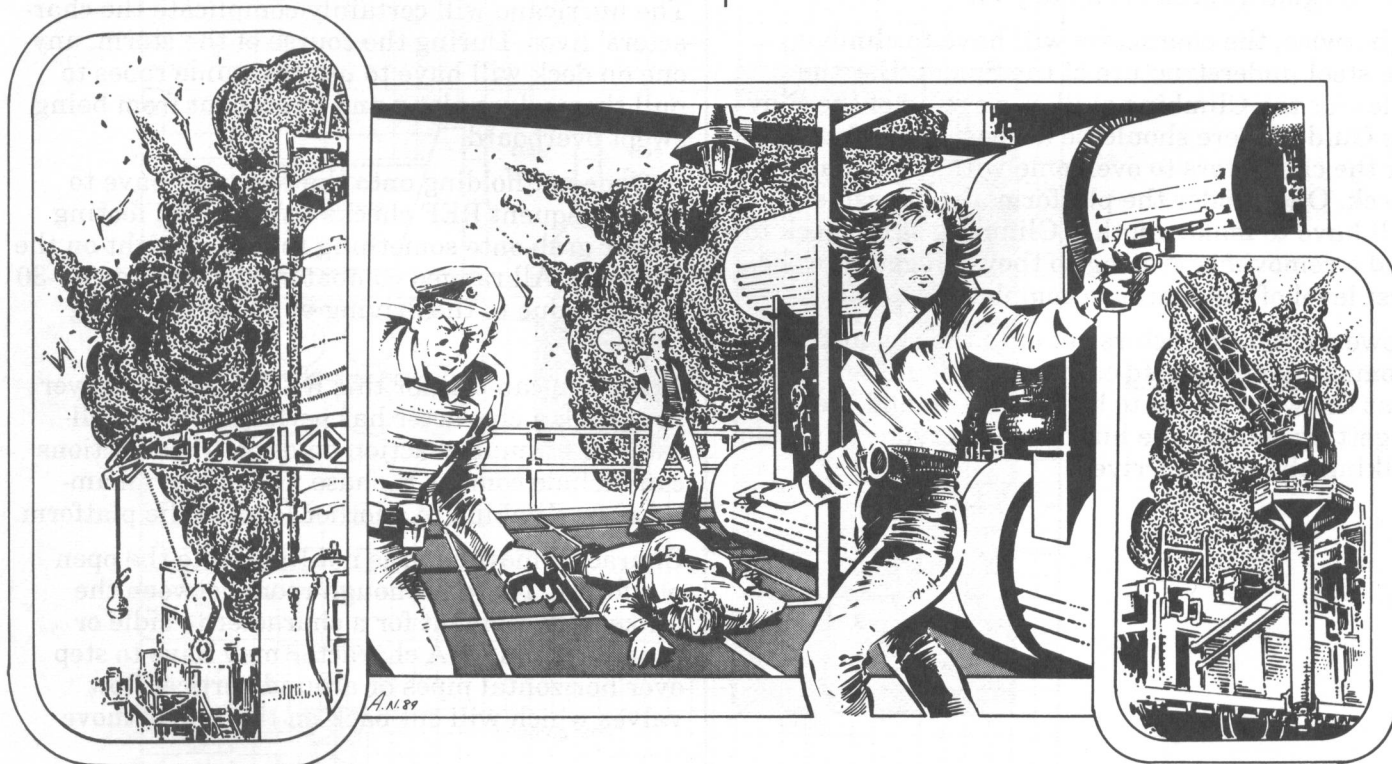
5. Vertical: The obstruction must be skirted. (2 times REF)

6. Valve: Roll again to see whether the obstruction is horizontal and at what level. In this case, the

obstruction will have a valve with a handle. Depending on where the character is, the handle could allow steam, water, or crude oil to escape onto the deck. This could be very handy for losing pursuers. The character must stop and succeed at a STR check to open the valve. You may modify this depending on how close the pursuers are.

If the character is running, he must make an INT check when encountering an obstacle. A failed check means the character's REF check to get around the obstacle is halved (e.g. if the normal chance to get around is 2 times REF, it would now become 1 times REF).

The jungle of pipes, tanks, and equipment on deck does make finding hard cover easy. Also, there will be plenty of places for characters to duck into and hide. A character can also climb onto the equipment or pipes to lay in ambush. All it takes are successful Climbing and Concealment checks.





## P. Spider's Web

It would be impossible to predict exactly what the characters will do when they are on the platform. But the following guidelines are provided to help you determine how to handle likely situations.

The characters can find some clothes in the crews' quarters, put them on, and try to fit in with the small number of people on board. Every time the characters pass a crew member the NPC should get a 1/2 INT check to notice strangers in their midst. If successful, the NPC will stop and question the characters to find out who they are, if they are new, and what their job is.

To get away with their disguises, and keep their cover intact, the characters will have to check against the appropriate skill. For example, if the characters are dressed like technicians and they are stopped, they will have to succeed at a Engineering or Electronics skill check, or even just a Missile skill check, to successfully maintain their cover.

All these skill checks get a -30 modifier which can be lowered the longer the characters are on board and the more they realize what is going on. If it sounds as if the players have a pretty good idea of the general intention of Web's plan, you can eliminate the modifier completely.

If the skill checks fail, the reaction will depend on the NPC. A technician will try to move away and warn the guards that strangers are on board. Of course, you could also have the technician try to capture the characters on his or her own. Or even just scream on the spot. Life is filled with these little surprises.

A guard who discovers the characters are fakes will immediately try to pull out his weapon and take them prisoner while calling for help.

If the characters are captured, they will be taken to the control room. Of course, the characters may make it all the way to the control room with their disguises intact. In either case, see "Let's Do Launch," below.

If the characters just hang out on deck and waste

time, they will get soaked from the hurricane. Once the storm moves in, you can have them hear over the loudspeaker "Attention! Attention! Clear platform! Prepare for launch!"

At this point, everyone on the platform will head inside and a few minutes later the oil drilling tower along with the metal cylinder will split open and the missile will be launched. At this point, the characters will have five minutes to find the Control Room and hit the destruct button before the missile shows up on United States radar.

## Q. Let's Do Launch

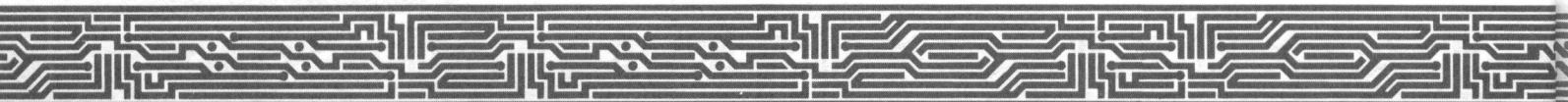
**Note:** Whenever the characters end up in the Control Room, it will be almost time to launch the missile. The following scene and speech by Rodriguez is written assuming the characters are captured. If their covers are intact, you should modify it slightly to be an inspirational message to the troops. ("This is a great day for Web. The beginning of our master plan..." and so on.)

Remember, if Ignatius' sister and mother weren't rescued in the previous adventure, they're being held here in the control room. Rodriguez intends on eliminating them, along with the characters, after the launch of the missile. Remind the characters that if they escape, they'll need to save the two women as well.

In the control room, technicians are watching monitors and making last minute adjustments. Presiding over this activity is Chano Natividad and Luz Palacio (if they are still at liberty). Shortly after the characters arrive, another door will open and in will walk Mendoza. Mendoza will glance around the room and then look at the characters. He will reach up and remove his fake beard revealing the long, deep scar along his face.

"Good evening, and welcome to the beginning of Web's ultimate control of the Caribbean. My name is Caesar Rodriguez. I am also known as Cicatrix. Please, don't tell me your names, I already know most of them.

"You have been very resourceful. As near as I can



tell, you have interfered in a number of our operations of late and caused us several delays and discomforts. But it was all for naught. We are about to bring the world to the brink of war and you'll have a front row seat for the festivities.

"It took a while to bring all the parts of the plan together. To build the web, so to speak. We needed many experts and parts to construct an exact duplicate of a Soviet nuclear missile. But now we have it. In a few moments, the missile will be launched at the United States.

"Oh, you look concerned. Please, don't be too worried. It is not designed to destroy the United States. On the contrary, it will self-destruct without deploying its nuclear payload before it can reach the U.S. But the trajectory of the missile when it is traced back will convince the military that it was launched from Cuba. When they find the remains of the missile, it will convince the United States that it is an authentic Soviet missile. The U.S. will conclude its launching was an act of aggression on the part of the Soviets. What choice will they have but to believe that the Soviets have established nuclear launch sights in Cuba and that this was an accidental launch?

"Don't look so skeptical. In the last election, didn't one candidate almost get a presidential nomination by harping on the proximity of Cuba to the United States and claim he had 'irrefutable proof' there were missile bases in Cuba? Who was that again? Hmmm. Ah well, never mind.

"Delicious isn't it. The Cold War will heat up and the brush wars around the globe which are backed by the two superpowers will also heat up. This in turn means an increase in illegal weapons. Which means the Web makes money. Plus, with the U.S. and Soviet Union flexing their muscles at one another, they will have precious little time to spend concentrating on our plans.

"So please, sit back and enjoy the show."

## ***R. Misguided Missile***

It would be difficult to believe that the players

would let their characters go into this kind of situation without something up their sleeve. But even if they have nothing with which to fight, they will still get one last chance to save the day.

There will only be two guards for each character in the Control Room. As the countdown continues, the chatter in the room will center around the varying wind velocity and the ferocity of the storm. The NPCs will be concentrating on their work.

At the moment of launch there will be a pause when no one will be paying attention to the characters. As the missile is clearing the gantry, a technician will cry out that it is veering off course and all eyes will turn to the control panels and monitors. Make sure you tell the players precisely that.

The problem is not serious, and the missile will still launch, but in that second, the characters will have a chance of attacking a guard and grabbing his weapon. Because of their interest in the missile, the guards will automatically be surprised (see page 64 of the Players Guide). Characters must still make a successful Grab attack to get the weapon away from a guard.

At this point though, the missile is on its way and locked on trajectory. The characters will have to take out the guards and initiate the destruct system for the missile. There are two buttons on different ends of the panel. One is marked "Missile Destruct" and the other "Platform Destruct."

When the Missile Destruct button is hit, the missile will explode conventionally (that is, not in a nuclear explosion). The Platform Destruct was never to be used except when the rig was under threat of immediate takeover. Pressing the button begins a series of alarms and pre-recorded announcements. The personnel will be scrambling to their escape pods and the Scorpion. If the characters successfully destroy the missile, Rodriguez or one of his minions will try to hit the Platform Destruct button.

Within ten seconds after the Platform Destruct button is pushed, small explosions can be heard as the platform begins to self-destruct.



The characters will have about four or five minutes to get off the platform. They will probably have some trouble getting cooperation from Rodriguez. He will want to kill them for ruining his chances to become a Director of Web.

Once out of the Control Room, the characters will have to make their way around to find an escape pod. There will be a great deal of confusion throughout the platform as guards and technicians try to scramble down the sea stairs to the Scorpion or make for an escape pod. Some personnel may even fall into the sea from all the shoving.

The characters should find at least one pod that hasn't been launched. Based on your estimation of their condition and fighting trim, they may have to win a combat with some guards to commandeer the pod. Once inside, the characters need only hit the jettison controls and the pod will be lowered to the sea.

If the escape has been too easy, the winch lowering the pod can stick about halfway down and one character will have to go outside and shoot

through the metal cable holding the pod. The pod will then fall to the sea. The character outside will have to make a STR check to hold on, or he will fall into the ocean where he must make Swimming skill checks at a -35 modifier to tread water and try to get back to the pod. You decide how many rolls he'll have to make.

Once in the pod the characters can move away from the rig.

### Begin Rules Section

#### Escape Pod

| Max |       |       |       |      |       |       |  |
|-----|-------|-------|-------|------|-------|-------|--|
| Spd | Accel | Handl | Brake | Prot | #Pass | Range |  |
| 10  | 1     | -40   | 2     | -10  | 15    | 100   |  |

#### End rules section

Through the portholes in the pod, the characters can watch the platform consume itself in a series of explosions.



## S. They Live Happily Ever After

Successful characters will be the recipients of much thanks and gratitude from President Ignatius and the government of San Cristobal.

From this point on, Orion will be a welcome presence on the island, even though officials will still look askance on any gunplay or explosions on their island.

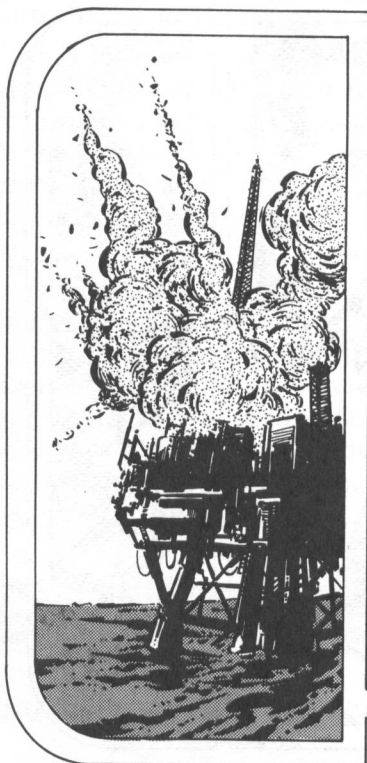
Of course, the one sour note for the characters will be the death of Fredericks. Letting your branch manager get killed is frowned upon by Orion HQ. The characters will have to report his demise to Orion's Mexico City headquarters so that a replacement may be sent to build a new bureau of- fice. (That is, if Fredericks was killed in your adventure. If he is alive, he'll be in the hospital, and he'll be none too happy with the characters for their sloppy work. Imagine the long, boring

lectures the characters will have to listen to.)

The characters will be able to call upon the assistance of Penelope Clavell and her intelligence agency during future campaigns. Remind your players that this is a privilege that shouldn't be abused. A resource as sophisticated as Clavell's intelligence gathering organization will no doubt come in handy to your players later on.

If the character's saved Ignatius' sister and mother, he'll be eternally grateful. As long as he's in power in San Cristobal, the characters will pretty much have carte blanc to stay at the hotels, visit any government-run facilities, and draw upon the resources of the government.

San Cristobal will always be an attractive location for spies because of its strategic location. You should feel free to use it and all the locations and NPCs described in this trilogy.



A.N. 89



# San Cristobal

TOP SECRET/S.I.

The Spanish originally colonized San Cristobal, but lost interest in the island when they found it had no gold. Later, pirates used the north coast of the island as a refuge between plundering voyages. When the British defeated Spain, they received Jamaica and San Cristobal as part of their war settlement.

The port was still busy as a major stop on the molasses-rum-slaves triangle during the 18th century. Many slaves jumped ship and made a life for themselves on the island.

In 1958 opposing factions split the government in two and started a five year civil war. The war ended when the military, led by General Marco Bayo, assumed power and established a dictatorship.

Under Bayo's rule, the island became a resort haven. Visitors were carefully directed away from the sight of the natives living in squalor, straining to exist on their meager incomes.

One laborer, Valentino St. John Ignatius, a self-educated farmer, engineered a series of work slowdowns. A persuasive speaker and writer, he learned to use the power of the media to spread dissension against the tyranny of Bayo's rule. Pressure from the western media, and continued civil disobedience by Ignatius' followers, won the people of San Cristobal the right to free elections.

Ignatius was elected President. General Bayo discreetly left the island for sanctuary in a sympathetic Central American country.

Ignatius' government has been profitable and the people have prospered, but there are still factions in San Cristobal that want Bayo returned to power.

San Cristobal occupies a strategic location in an area rife with political intrigue, drug deals, and various smuggling operations. This has caused it to become the focus for a number of intelligence operations.

Ignatius' primary interest in international espionage is keeping it out of his country. He has set up a Ministry of Intelligence headed by former SDECE agent Penelope Clavell. Her job is to iden-

tify foreign agents and request that they leave San Cristobal. For this reason, all actions taken by the characters here must be subtle and discreet.

The people of San Cristobal come from a mixture of cultures such as Spain, Great Britain, Africa, South America, and, even, Asia. Though it seems confusing, this melting pot of cultures works well socially. The result is a friendly and open society.

San Cristobal also has many different religions: Christianity, Judaism, Rastafarianism, even various voodoo cults. Since the disbanding of the Cumananci cult (see *The Sting of the Spider*, the second installment in this trilogy), there has been little religious strife on the island.

## Eden Cay

Originally a haven for pirates, this well-protected cove has become the foremost resort spot in San Cristobal.

The bay can accommodate ships of almost any size, though it might be difficult to moor an aircraft carrier here. It's become a favorite spot to drop anchor for people cruising the Caribbean. Here, just inland, they can enjoy some of the best entertainment and hotel facilities in the world.

The government runs the hotel's casino and turns a tidy profit on the proceeds. Hotel guests get reduced passes to the casino and the casino gets a prominent mention in all the hotels' promotional materials.

There's also the Eden Cay Country Club, with an eighteen-hole golf course, tennis, and sports club facilities. People who maintain homes in the Cay area get a discount membership to the club while visitors and tourists can buy short-term memberships.

If the hotels and their Las Vegas-style shows become tiresome, there's always the San Cristobal Center for the Arts. This four-building complex offers concerts, plays, and art galleries to please

the senses.

## Hotels

**The King Phillip:** The King Phillip is the most expensive hotel on the island and worth every penny of its price. The rooms are luxurious. The penthouse, with views of both the Caribbean and the bay, is positively sumptuous.

The cuisine in the hotel's restaurant is world-renowned. The hotel often features special menus showcasing cuisines from around the world. The King Phillip is the centerpiece for the annual Pirates' Regatta when sailboats from all over the Caribbean come to unfurl sails and join in as part of the magnificent display circling the island.

**The Shoreman House:** In all the world's great cities you can find a Shoreman House. The Shoreman House is known for offering comfortable accommodations at a reasonable price. The food and service in the hotel are slightly above adequate, but its proximity to the beach makes it a very attractive package for the traveler who wants to experience a pleasant vacation without spending a fortune.

## Restaurants

Eden Cay also has some of the finest restaurants in San Cristobal, which is saying a lot considering the consistently high quality of the restaurants on the island.

**Caribbean Princess:** The Caribbean Princess is a favorite with natives and tourists alike. Its menu changes daily based on the morning's catch. The main dining room is glass enclosed, including part of the ceiling. The 270 degree view allows early-birds and late-nighters to admire the sunrise with their breakfast. It is also a spectacular way to savor the sunset along with dinner.

**Neptune's Favorite:** Decorated in a nautical theme with tons of statuary carved from coral,

this restaurant has a relaxed atmosphere conducive to more casual dining. The outdoor cafe welcomes swimmers and sunbathers directly from the beach.

## Clubs

**The Reef:** Featuring a disc jockey playing the latest dance tunes, The Reef appeals to a younger crowd. Friday and Saturday afternoons are Teen-Time when boys and girls under 18 are allowed in to dance. No alcohol is served during this time.

**The Glass Surf:** If you can make it through to the bar on a crowded night, you'll see how the club got its name. Behind the bar is a magnificent glass sculpture of a crashing surf. Unfortunately, the management decided it wasn't pretty enough on its own and have placed different colored lights behind and below the sculpture. The lights go on and off in time to the music. The crowd that usually frequents this club ranges in age from 18 to 30. The club's main attractions are a fast-talking disc jockey and live bands.

## Rubena Keys

Trailing off the island, like the tail of a reversed letter "Q," are the Rubena Keys. They are not very spectacular; in fact, many are not much larger than a baseball infield.

Some of the islets are large enough to support vegetation and they are a favorite picnic spot for tourists and boaters who want maximum privacy.

There are even islands large enough that the government has offered them for sale to private owners. A few sport beach cottages or houses, but these require their own generators and in order to get fresh water, it must be caught in cisterns, stored in tanks, or delivered from the mainland.

At the end of the Rubena Keys is Diabolo Key, largest of the key islands. It is covered with dense



undergrowth and has a very nasty reputation. San Cristobalans avoid it at all costs. It is said that people who have visited it are not seen again. Fisherman will not even offer it as an option to their parties.

## Elberon City

Like most large cities, Elberon City has a variety of districts. Each one has a unique personality that will appeal to tourists searching for anything from high-brow culture to low-class thrills (see map on inside back cover).

Capitol Square houses the government buildings including the president's house. The Parliament building also features an excellent museum; many local artists are represented here, as well as a pictorial history of San Cristobal enhanced with native artifacts and relics.

Orchid Park, located on the edge of the business district, is a favorite place for workers to take lunch and tourists to admire the collection of local flora in the Queen Victoria Gardens. There, the year round, is a carpet of brightly colored flowers. It takes a team of 20 skilled gardeners to keep the grounds in their floral glory.

## Glitter Street

The Avenue Ponce de Leon has earned its nickname "Glitter Street." For five blocks, tourists can enter an adult playground of fun and entertainment. It is the heart of the city's entertainment district and rivals New York's Broadway for dazzling marquees and brightly lit displays.

Here tourists can enjoy professional theater of Broadway calibre. Or a revue that rivals the Folies Bergere in Paris. Or they can dine in sumptuous splendor or elegant coziness.

Glitter Street was created for the tourists. They can go bar-hopping or just strolling. Men and

women in formal evening wear are a common sight on the sidewalks and in nearby Colombo Park. On moonlit nights, the park has inspired many men to propose marriage and influenced more than a few women to accept.

## Restaurants

The cuisine of San Cristobal is one of the most varied in the western hemisphere. San Cristobal has a mix and match approach to cooking that is uniquely Caribbean. The cuisine is made up of dishes from North, Central, and South America combined with culinary traditions from Africa, Great Britain, and Spain.

The dishes are heavily spiced, a tradition from the days when many food stuffs were shipped in. The food was salted, dried, or pickled to preserve it. Allspice, ginger, pepper, lemon juice, cumin, and other native and imported spices are blended to create an unusual and highly unique gastric experience.

Most dishes are made of seafood which is usually incredibly fresh and tasty. Often a patron can choose his dinner while it still swims in a tank.

**Le Cygne:** This restaurant offers the finest in nouvelle cuisine, which means the portions are delicious but small. The restaurant's ambience is created by crystal and dark mahogany. Chandeliers throw pinpoints of lights around the dining room. After nine, the lights are dimmed and late-night diners can share quiet moments to the accompaniment of a string quartet or a piano player.

**The Major's Garden:** This restaurant is owned by Colonel and Mrs. Parkhurst. The Colonel spent his early military years in the Caribbean and when he and his wife retired they sold their belongings and moved to San Cristobal. The restaurant does not serve a large crowd. It only has 20 tables dispersed throughout a garden setting of lush flowers and tropical plants. The garden is tended by Mrs. Parkhurst and she will be more than happy to give any interested person a guided tour.



New World Inn: Sounds rustic, but is actually quite fashionable. This renovated townhouse features several dining rooms with only three to four tables each. Specials are available every day and the wine cellar is well-stocked.

## Nightclubs

Everything from Las Vegas splash to bistro calm is available along Glitter Street.

The theaters are running performances of Broadway plays as soon as the rights become available and many big-name stars trod the boards down here because their expenses are paid in addition to their salaries. They get paid to enjoy one of the top tourist resorts of the Caribbean.

Nightclubs run the gamut: from huge with floorshows, revues, bands, and dancing, to intimate with one song stylist and piano touching every emotional chord in the house.

**The Golden Fleece:** Bright, splashy, loud and a whole lot of fun describes this nightclub. The dance revue in the large main room occupies three stages placed strategically so no one has a bad seat. The center stage can be used for dancing or can be raised to serve the main attraction whether it be an internationally known singer, musical group, or comic. Off the main room are smaller, quieter rooms, each with its own bar and tables, where patrons can go if they wish to engage in conversation or just escape the noise for a few moments.

**La Casa del Gato:** One step through the door of La Casa is like stepping back in time. The main attraction is jazz played by San Cristobal Blue, the house quartet, who are often assisted by a female singer. The mood is subdued. People come here not for a boisterous time, but to enjoy the music and atmosphere. No food is available, but the drinks are generous and exotic beverages are made with fresh fruit juices.

**The French Twist:** If there is anything in San Cristobal resembling a “meat market” this is it.

Young tourists and islanders come here to dance to the latest pop and rock hits played by the DJ. Conversation is impossible against the on-slaught of loud music, but they manage to get their message across to each other. Lasting friendships are made here, lasting until the “friends” part company to catch the next plane or cruise ship back home.

Of course, the local police know that Glitter Street is one of the city’s treasures. So they make sure the streets are safe. It’s bad for the tourist business when the vacationers to get mugged. There are police patrolling every block. And, of course, they are bedecked in their finest dress uniforms.

Which makes Glitter Street a whole lot safer than El Fiero.

## El Fiero

It wouldn’t be entirely fair to say that the section of Elberon City called El Fiero is deadly to anyone who enters. But anyone intrigued enough to investigate this colorful part of town would be well advised to tread cautiously and keep one hand on their money.

There’s no way to keep a red-light district from developing in any large city, and Elberon City is no exception. El Fiero is the hot-spot of the city and it has a dual personality.

To venture into the back alleys and dark side streets is fool hardy—even the regulars avoid them. There in the shadows lurk muggers, drug sellers, and various people of ill-repute who will cut the nearest naive tourist who turns his back.

But there are also the clubs. These clubs thrive on the reputation of El Fiero to bring in the curious and adventurous. They hire the largest bouncers and enforce maximum security to make sure their patrons are safe. They also hire the finest decorators to make sure the patrons never know they are really safe.

The party-goers all believe they are rubbing elbows with some of the toughest underworld fig-



ures and most mysterious strangers on the island. Many of these “shady characters” are employees of the club who are well-paid to look menacing and entice the uninitiated into buying over-priced drinks for them. On any given night one can encounter a “gun runner,” “drug smuggler,” “undercover drug enforcement agent,” or “white smuggler,” all compliments of a cagey manager who knows that people like to go home saying they shared a drink with someone from the ranks of the ungodly.

## Nightclubs

**The Broken Shell:** Stark black walls festooned with blazing neon lights that make up abstract symbols and some not-too-polite words; tables that are reflecting mirrors; a bar with a light show that changes according to the beat of the music; all this goes together to make up The Broken Shell. At the door, bouncers who could give a gorilla a workout stand-by while the doorman makes split second decisions on who to let in and who to exclude. A palmed \$50 bill will help him make up his mind. Inside, the music is blaring, the drinks are small and expensive, and the dance floor is crowded. But people come from all over the island to be seen here. They consider it fashionable and a wonderful ego boost.

**The Wayfarer:** Look quick and you may see a 19th century English sailor in search of a candidate for impressment. The nautical motif in this club includes nets, harpoons, stuffed fish, and exotic names imprinted on ancient life preservers. The bartenders all wear sailor’s garb and the waitresses are decked out in satin pirate outfits. Authentic grog is the drink of choice by most tourists visiting The Wayfarer.

There is no dance floor or blaring speakers. Entertainment, when it is available, consists of island musicians and singers who perform traditional calypso and the occasional sailor’s hornpipe.

## NPCs

### Begin Rules Section

#### Maximillian O’Rourke

| STR | INT | REF | WIL | CON | MOV | DEX |
|-----|-----|-----|-----|-----|-----|-----|
| 45  | 40  | 35  | 50  | 49  | 20* | 30  |

Sex: Male  
Race: Caucasian  
Nationality: Irish  
Native Language: English  
Age: 45

Psychology: Cruelty (Low), Loyalty (Average), Passion (High), Piety (Average), Sanity (Average), Selfishness (High)

Advantages: Photographic Memory

Disadvantages: Unmistakable Feature

\* Rate of movement for NPC in wheelchair.

### End Rules Section

For a man in a wheelchair, O’Rourke gets around pretty well. But he rarely leaves his nightclub in the El Fiero district, which was specially renovated to allow him complete access to all areas of the bar.

Born of a Black Irish father and a Mexican mother, O’Rourke is as dark and tanned as any Spaniard on the island.

O’Rourke’s father emigrated from Ireland to Mexico after a conflict with a troop of British soldiers. It seems O’Rourke’s father had bombed a fleet of army trucks and the British Army frowned on this sort of activity. Once he was in Mexico, O’Rourke’s father met a young girl named Consuelo and they fell in love. They were married despite the objections of her family.

O’Rourke grew up in a Spanish environment with an Irish heritage. O’Rourke is well versed in James Joyce, but can also sing Spanish ballads

flawlessly. When he was in his teens he found a new hero: Ernest Hemingway. In Hemingway's world, O'Rourke read about the magnificent, clean thrill of living with danger and conquering nature.

He became fascinated with deep-sea fishing and spent his summers crewing for a fishing boat. He would have been very happy spending the rest of his days at sea, but his father had other ideas. He had O'Rourke apply to the best American universities. O'Rourke was exceptionally bright and was accepted into an Ivy League school, but mostly to fulfill the school's requirement for minority students despite his academic achievements.

Then he went out for football.

The years O'Rourke spent at sea had helped him developed a lot of muscle; he was also very adept and quick. By his sophomore year, he had several pro-teams looking at him with intentions of recruiting him. They wanted to sign him immediately, but O'Rourke's father insisted he finish his education.

Once he was out of college, he signed with a Midwest team and soon became a star halfback. It was a glorious career and O'Rourke soon became a media favorite. He worked on developing a brogue accent; this, combined with his Hispanic looks and charm, made him a perfect TV guest and interviewee.

Then, when his career was at its zenith, there was a disaster. On a fishing trip in the Gulf of Mexico his boat was caught in a storm and dashed on one of the smaller islands in the Rubena Keys. O'Rourke held onto the unconscious skipper of the boat with one hand, while clinging to a rock with the other. The skipper survived the accident with only a concussion and pneumonia. But O'Rourke had shattered a nerve junction at the base of his spine when he hit the rocks. From that time on, he was confined to a wheelchair.

He never returned to the United States and had no desire to go back to Mexico City. He had his manager sell most of his business interests and bought a nightclub on San Cristobal. With the same charm that he exuded over the TV cameras,

he won over the tourists and the local newspapers. They covered his club's opening with a fanfare usually reserved for visiting dignitaries.

He has managed to keep his Hemingwayesque facade of macho and good humor going, and is hailed by all as being a brave man beset by unfortunate circumstance. Everyone is his friend.

Privately, though, O'Rourke is bitter. He feels cheated out of his best years and uses the island and his nightclub as a retreat where he can control everything and where no one can touch him.

**Reactions:** O'Rourke knows most of the people in El Fiero and hears many rumors. If the characters ever have investigations in this area, it is likely they will be directed to O'Rourke.

He will share information, to a point. To win his confidence will require some expert roleplaying on your part and perceptiveness from your players. You will have to play O'Rourke as happy-go-lucky and unconcerned about anything but himself. If the players have their characters talk about his accident, you must convey (either by your actions or by giving the characters an INT roll) to the characters that talking about the accident bothers him.

If the characters confront him about the accident, and stand up to O'Rourke about his selfish attitude, make a WIL roll for the NPC. If it fails, then the character has gotten through O'Rourke's defenses. If the character is smart enough not to exploit this weakness, he will have a friend for life, a source of information, and a safe house in El Fiero.

### Begin Rules Section

#### Honey Madison

| STR | INT | REF | WIL | CON | MOV | DEX |
|-----|-----|-----|-----|-----|-----|-----|
| 26  | 36  | 45  | 38  | 32  | 40  | 40  |

|                  |               |
|------------------|---------------|
| Sex:             | Female        |
| Race:            | Caucasian     |
| Nationality:     | United States |
| Native Language: | English       |
| Age:             | 26            |



Psychology: Cruelty (Low), Loyalty (Low), Passion (High), Piety (None), Sanity (Average), Selfishness (High)

Advantages: Attractive Appearance, Sensuality

Disadvantages: Greed

### End Rules Section

Maybe Honey Madison could have avoided her current situation. Maybe, if she hadn't been so naive. Maybe, if she'd been less wild.

Madison came from a wealthy Boston family, but the brick mansion on Beacon Hill became just another prison for the easily bored, beautiful young lady.

Maybe everything came too easily for her. She whizzed through school, making the honor roll without even trying. She was very popular because of her looks and figure. She never suffered from lack of male attention.

Maybe she needed more of a challenge. She found one on a trip to Mexico. There she met Donato. He was rough and aloof, not like the boys back home who fawned over her. He was swarthily handsome. He was certainly not a smooth operator. Worse, though, he openly stared at and admired the young blonde. She was used to males being shy and gawky around her.

Something akin to the childish urge to play in the mud drew her to Donato. Maybe the challenge to conquer someone so strong mixed Freudianly with the urge to be protected. But she found herself drawn to this mysterious man with the nice body and the tattoo.

When it came time to return to Boston, Madison cashed in her ticket to stay with Donato. That's when he introduced her to his friends.

A yacht party with lots of beautiful people and lots of powerful drinks set the stage for the next step in her fall. Donato made sure her drinks were made from the high-proof rum. When she awoke, she was in a cabin on the boat with only a dim recollection of the night before. The party was over and all the guests, including Donato, were

gone. The owner of the boat, Esteban, explained the situation.

Donato owed him a lot of money. When they came on board, he told Donato he would forgive all debts in exchange for his "rubia" (blonde) woman. Donato never thought twice. To get out from under his debts he would give Esteban anything.

Madison tried to rebel, but the boat was out at sea and she had no escape. Esteban treated her like a prisoner. She received only food scraps and had to sleep in one of the lockers unless she obeyed him. She had to do scut work for her food and lodging.

She turned to drinking to numb her nerves. Finally, when she had lost almost all her dignity, she gave in and became the quiet, compliant hostess for Esteban. She never complained when she found out he was a smuggler or when he would show her off to his cronies.

But as with all stunted children, Esteban became bored with his compliant, somnambulistic toy and eventually put her ashore.

Madison tried to call for help, but her family had disowned her. They had heard of her exploits and wanted nothing more to do with her. Maybe if they were more forgiving, she would have returned to Boston and found her own self-worth again. Maybe.

Instead she became an island hopper. She travels in the twilight world of crime, never quite getting involved in the actual dirty work, but using her looks and wiles to get information that she sells to interested parties. Sometimes she is hired to get close to a particular person and find out what they are up to.

**Reaction:** Madison is a calloused person. She has very low self-esteem and measures her worth by how much people will pay her for her information. Her first meeting with a character will most likely be under these conditions.

A villain, suspicious of the characters, hires Madison to befriend one of them. She arranges to meet the character either on the beach or in a bar and feigns affection and interest. She will keep tabs on the character and report whatever she finds out to

the villain.

She could also work for the characters. She has no particular loyalty. If the characters are kind to her, she will laugh at what she perceives as their naivete. "Everybody's for sale," she'll say, "you just have to find the right price."

Though she may be beyond redemption, Madison could be a continuing NPC in your campaign. With her method of earning money, she could turn up almost anywhere in the world if you see fit.

### Begin Rules Section

#### Su-fei Tung

| STR | INT | REF | WIL | CON | MOV | DEX |
|-----|-----|-----|-----|-----|-----|-----|
| 27  | 60  | 50  | 55  | 46  | 37  | 40  |

|                  |          |
|------------------|----------|
| Sex:             | Female   |
| Race:            | Oriental |
| Nationality:     | British  |
| Native Language: | Chinese  |
| Age:             | 41       |

Psychology: Cruelty (High), Loyalty (Low), Passion (Average), Piety (Low), Sanity (High), Selfishness (Absolute)

Advantages: Attractive Appearance, Trilingual Background (Chinese, English, French), Presence

Disadvantages: None

### End Rules Section

What is an Asian woman doing in the Caribbean? In fact, there is a small Asian and Eurasian population in the islands, and they wield a lot of socioeconomic power. Most of it is very legitimate. But then, there are those like Madame Tung.

Born into a noble family line which met with disaster when the People's Revolution took control of China, Tung has never quite forgiven the world for what she considers a major injustice, that her birthright to rule was taken away.

To maintain a lifestyle to which she had always wanted to grow accustomed, Tung turned to profitable crime, including blackmail, pandering, and

drug smuggling. She had some dealings with the Tong and the Yakuza, but experienced a falling out with them.

It seems that Tung's, the Tong's, and the Yakuza's accountants disagreed over how much money was being made in their various criminal transactions. The Tong blamed the Yakuza and vice versa. No one blamed Madame Tung, which was unfortunate since she was the one who got away with over two million dollars worth of gems and raw opium.

She fled to South America where she made allies with the cocaine dealers and was soon up to her old tricks: instigating gang rivalries, having one competitor knock off another competitor, and so on, and so on.

She plays the fragile, helpless Oriental woman who does not have the skill or intestinal fortitude to try to take over a drug empire. But she subtly pulls the strings and manipulates others to do her bidding.

Now she controls a major cocaine and jewelry smuggling route between South and North America. From her luxurious apartment, hidden behind the facade of a crumbling tenement, she still moves people around like chess pieces, always getting her desired goal.

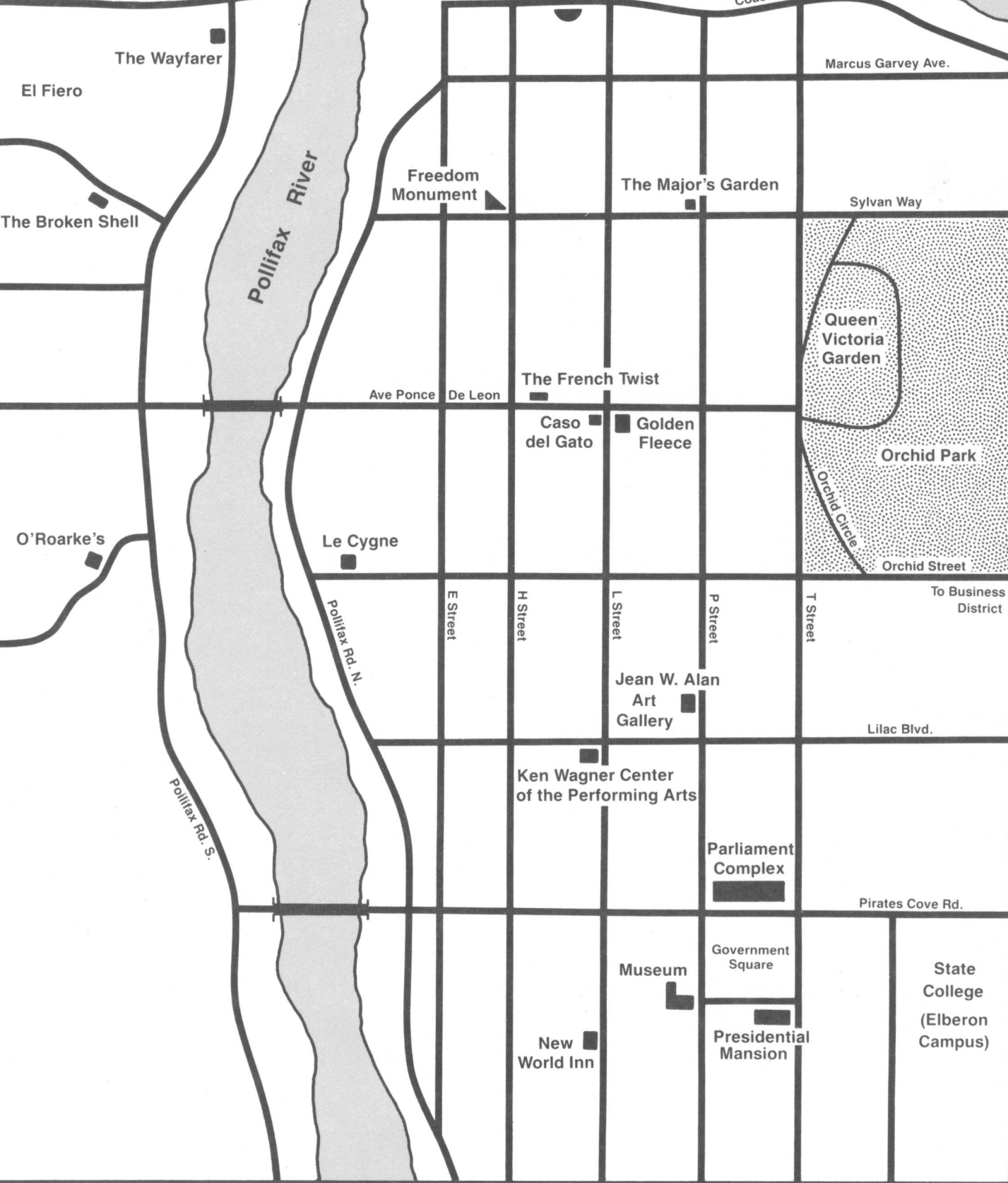
**Reaction:** Madame Tung jealously protects her little empire and will not be happy if anyone tries to muscle in. She is strictly small potatoes compared with Web and if threatened by that evil organization will gladly join forces with the characters to fight it.

However, the characters should be careful since once they have outlived their usefulness, Tung will have them killed.

Tung is what is known as a shady ally. Someone who is on the wrong side of the law, but can still be useful to the characters. They may try to put her out of business due to their sense of morality and justice. If they try and Tung escapes, she will not rest until she has the characters' heads served to her on silver platters.



**The Docks**





# TOP SECRET/S.I.<sup>TM</sup>



*Official Game Adventure*

## WEB WARS

*by Bob Kern*

### BEGIN COMMUNICATION

*TO: All agents in all bureaus  
FROM: Orion Foundation  
RE: San Cristobal Base*

*In spite of the progress made by Orion agents in the past, the small Carribean republic of San Cristobal is still in peril. Political intrigues are boiling up within the country while outside powers continue exporting their own brands of trouble to the tiny island.*

*While the duly elected president struggles to solve his country's problems, the deposed dictator quietly plots his return. A renewed military government would be a disaster for both Orion and the island itself. Any sort of armed uprising, whether successful or not, would halt the influx of tourists so crucial to San Cristobal's economy. The agents on the scene must uproot any potential coup before it gets the chance to begin.*

*But forces far more powerful and devious are playing for much higher stakes than control of a minor Carribean island. Unless checked, the balance of world power could be drastically upset and thousands of lives jeopardized.*

*It's business as usual in San Cristobal.*

### END COMMUNICATION

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